Swift Elite™ 4 LITE
Complete Entertainment Solution

Swift Elite 4.0 LITE

Users Manual

Revised – March 12, 2009

SWIFT ELITE™ 4.0 LITE   2009

Table of Contents

Table of Contents (cont'd)

Table of Contents (cont'd)

Table of Contents (cont'd)

Swift Elite 4.0 LITE

Introduction

The "LITE" version of the Fourth Edition All-in-One Video, Audio, Karaoke, and Automation – XP and Vista Ready.

Swift Elite 4.0 LITE is a multimedia solution for the PC brought to you by TriceraSoft.
Bring the Power of Video, Audio, Karaoke, Video Sources, and Effects into one awesome program. Automation features make this product a "Press Play and Walk Away" © experience. Swift Elite 4 LITE includes internal importing tools for audio and karaoke, data exporter, transitions, slideshow, next singer features, customizable crossfade interface, and much more...

Error Correction Algorithms correct CD+G Graphics. With today's CD-ROMs not being as reliable as we would like, the CD-ROMs that do not perform error correcting on their own, those CD+G Discs being manufactured with tons of burned errors, or those discs which are scratched in critical areas; we must rely on the last defense against errors called "Error detection and Correction Codes". Utilizing the error correction mechanisms on the disc, we took it on ourselves to research this mechanism and offer it in our software. Now you don't need to throw away those discs and you don't have to find a fully CD+G capable drive that must support De-interleave & Correction, use a less expensive drive and let software give you the means to get away with it.

System Requirements

System Requirements:

Windows XP SP 2 or Windows Vista
Pentium 4, 2.0 GHz (or greater)
256 MB RAM
3D Accelerated Video Card
128 MB Video Memory
16-bit Sound Card
Windows Media Player 10
DirectX 9.0C
250 GB free Hard-Drive space (for songs)
Latest Video Drivers
Latest Windows Updates

Installing and Uninstalling

Installing:

Swift Elite 4.0 LITE comes with a self-installing package that guides the installation via a wizard type interface. If obtained via a CD-ROM copy, there is an autorun.exe or setup.exe file to begin installation.

Uninstalling:

Once **Swift Elite 4.0 LITE** is installed, it adds an uninstall icon and selection in the following places:

1. The **TriceraSoft** Start/Program group
2. The Control Panel Add/Remove Software interface

Running from either location will launch the uninstall program and provide the options to remove the program from the computer system.

Note: the uninstall program does not remove user created files or any files not provided from the installation package, thus the folder is left behind if user files exist. It is recommended that the folder should be examined before completely removing it.

Activation

Swift Elite 4.0 LITE uses an activation code to unlock the trial mode.   The download allows you to use the program for 10 full days to test all features.   The activation code can be purchased online and is provided immediately after purchase. To enter the code, right-click on the top-most area of the player, select Activation Information, copy and paste the code and your name, click Activate. If correct, it will prompt a Thank you message. Exit the program and enter again and continue using.

Users of the Swift Elite 4.0 Suite use a hardware license key. This license can also be used to unlock **Swift Elite 4.0 LITE.** This allows customers to work with both products transparently and not worry about obtaining a license for LITE.

Copyright Notice - Legal

Swift Elite 4.0 LITE, and all of its components are Copyright © 1999-2009 **TriceraSoft**, All Rights Reserved.

Swift Elite 4.0 LITE is commercial software. It is licensed for use. It is illegal to make unauthorized copies and/or distribute this software in any manner without consent from TriceraSoft or its authorized agents. You may not decompile or reverse engineer this product or include it with any other product. You may not post or make available this software via electronic means, including but not limited to the web, internet, bulletin boards, chat programs, or file-sharing applications without consent from TriceraSoft. You may not distribute in any form any key, program, or licensing information designed to illegally register this product or bypass any form of copyright protection that may be included as part of the software. Failure to comply will result in termination of any licenses and/or criminal prosecution.

Features

Special Features:

Dual Deck/Dual Playlist
Full Hosting Tool
Import Tools
Song Collection
Singer History

Lowest CPU Usage and Highest Performance Level of all comparable products on the market.

Remote Request Tool (Request songs from a remote machine)
Auto Gain Control (Maintains 0dB to 4dB)

Software Supports:

   Karaoke: MP3+G™ , Audio+G, CDG Only,
   MP3+G™ Zipped, KAR, KMF, KMA
   MPEG Audio: MP3
   Audio Media: WAV, WMA
   Video and CDG: MPG, AVI, DAT, WMV, FLV, MP4, VOB
   Disc: CDDA, CDGA, VCD, DVD (use VOB)
   Picture: BMP, JPG, PNG, TGA, (GIF in Playlist and Ambients)

Hardware Supports:

Multiple Soundcard Support
Multiple Monitor Support
CD+G/CD-Audio, VCD, DVD, Video Sources

Navigation Features:

Intro/Single/Shuffle/Repeat Modes
Play/Pause/Stop Track
Previous/Next Track
Set/Cue Deck
Queue Mode

Playlist Features:

Playlist Quick Find

Playlist Features (Cont'd)

Sort Playlist
Clear/Load/Save Playlist
Remove/Move Up/Down Track
Queue Mode
Next Singer Mode
Enter Singer Name/Edit Item Time
Next Singer Playlist View
Add File/Folder, Add Picture, CD-Audio, CD+G Disc, VCD, DVD, Video Source
Clear/Load/Save/Sort Playlist
Remove/Move Up/Move Down/Move to Deck (B/A)
Add to Preview
Sound Card Select
Media Position Slider
Playlist Numbering
Playlist Printing

Display Features:

Picture Slide Show
Preview Player
Preview Screens (Windows)
Multiple Format (MP3+G, Audio+G) Player
Flexible Video Screen
Dynamic Fast and Flexible Playback Core
Now Playing Ticker
Next Singer/Next 3 Singers (in Ticker Tape)

Preview Features:

Play/Pause/Stop Track
Independent Volume Control
Sound Card Select
Media Position Slider

Audio/Video Effects and Controls:

Pitch Control / Tempo Control (**TriceraSoft** DSP)
Vocal Remove/Multiplex Mode
Continuous Playback
Crossfade (Auto/Manual)
Fade on Start/Stop
Alpha Video Crossfade
Adjustable Crossfade Start/Time/Level
Independent Volume Control
Multiple Sound Card Selection (in Preferences)
Multiple Sound Card Combo Box (quick selection)

Audio/Video Effects and Controls (Cont'd)

Capture through Microphone
Visual Crossfade Transitions
Independent Slideshow
Particle Visualizations

Other Features:

MP3 ID3 Tags (Song Collection)
Text Messaging (Video Onscreen Text Messages)
Quick Key Management
Quick Keys (Quick Sliders)

Other Features (Cont'd)

Songbook Print and RTF Export (Song Collection)
Custom Skin able Interface
Dynamic Quick Menus (Context Menus can also be changed)
Drag and Drop files - From Song Collection - From Windows Explorer
Fast Seek able CDG Routines
Optional Filters – 32 Band Equalizer
Mid Song Options (Single Track Mode)
   - Image
   - Next Singer
Microphone Level and Enable
Support for Remote Control (ATI Wonder, Snap Stream Firefly)
Audio Only Visualizations
Video Montage
Web Broadcast Mini

Input Features:

Keyboard/Remote Function Mapping Dialog
TextDB Lookup for CDGA
Next Singer Input
Select Next Singer Background or Media File
Numark DMC-1 Controller (DAC-2 semi supported under COM1 to COM10)
MIDI Controller Support
HC4500 Denon

Much Much More…

Supported Media Formats

Swift Elite 4.0 LITE is used best utilized with MP3+G and MPEG formats yet it is able to play a variety of other media formats (both audio and video media files). The following are some of the Media File types that can be loaded:

Karaoke:

Shareable KMF (proprietary **TriceraSoft** format) - KMF
MP3 Karaoke (MP3 with matching CDG file) - MP3+G
MP3+G Zipped (MP3+G in a ZIP file) - ZIP
Audio+G (Audio Format with matching CDG file) – WAV+G
CDG (Raw Graphics File from CD+G) – CDG

MPEG Audio:

MPEG Audio Format: - MP2, MP3, MPA

Audio Media:

Waveform Audio Format: – WAV
OGG Format (requires DirectShow Ogg Filter): - OGG
MIDI Format: - MID, RMI, KAR* (* audio only)

Video and CDG:

MPEG Video Format: - MPG, MPE, MPEG1, MPEG2, DAT, M1V (make sure to have proper codecs installed)
Movie Format: - AVI
VCD Disc DAT files: - DAT
DivX Video Format: (MPEG4 video with MP3 audio which requires installation of additional CODEC) – AVI, ASF
VOB: – You must have a non-encrypted MPEG2 codec.

Disc:

CD-Audio (Regular Audio CD's): – CDDA
CD+G Disc (Direct CD+G Disc playback which requires CD+G Compatible drive): – CDGA
VCD Disc (Standard VCD Video CD's): - VCD
DVD Disc (Karaoke DVD Video CD's): – DVD

Picture:

Pictures: – BMP, GIF, JPG (JPEG), TGA Picture Formats

Supported Media Formats (Cont'd)

Slide Show (insert pictures)
Company Logo DDS with Alpha
Animated GIF Playback and Company Logo

Others:
Video Sources (Camcorders, Webcams, DV Sources)
Audio Sources (Recording Source In)
Raw CDG Track BIN Image (extracted from CD+G Disc) - BIN

Note: Additional formats can be played if the correct codec files are available and installed.

Interface Overview

Dual Playlist Skin Shown

Navigation

Media and Playback Options

Disable Video: This mode will disable the video output on the main. The video (or karaoke) being played will act like a regular audio file on the main output – make sure to turn this off after or you will get no output.

Single: In this mode only one media file will play to completion and playback will be halted. Play must be pressed to continue playback of another media file (double-clicking the playlist, using previous, next, and/or play).

Shuffle: In this mode the previous and next items to be played will be randomly selected. If Single is not enabled the media files will be selected at random as they progress.

Repeat: In this mode if single mode is also selected the media file is repeated after completion. Otherwise if the single mode is not set all items of the playlist are repeated with no end.

Vocal Remove: Used for attempting to remove the vocal from the playback (not on the current skins, must be mapped to a quick key).

Multiplex Mode: Switch between Stereo (both channels), Mono (left channel) or Mono (right channel).

Play: Used to begin playback of a media file. The current playing file selected will begin to play. Double-click the playlist, pressing 'Enter' or navigate using the Previous and Next buttons to select the current playing. Refer to Quick Play for more options.

Pause: This will temporary halt playback and continue when followed by another press of this button. Selecting Play again will restart the file playback from beginning of song.

Stop: Used to end media playback. The media cannot be continued with a consecutive Pause or Play click – pressing play will begin the media from the beginning.

Previous: Changes the current playing item to the previous item in the list. In Shuffle mode the previous item is undetermined.

Next: Changes the current playing item to the next item in the list. In Shuffle mode the next item is undetermined.

Set: Marks a new starting position for a media file to be played back when it is cued afterwards.

Cue: Starts playing at the position of the media file, which is set previously by the Set button. The same position applies to all the media files in the playlist.

You can use General Cues or Cue Sheet Per Media File. General Cues would set the cues for the deck and any song that is loaded will share the same timing. If you enable the 'Cue Sheet Per Media File' option in the 'General Options' (in the Preferences menu), each song will remember the cues set and recall them when reloaded.

How to set cues (General Cues/Cue Sheet Per Media File):
Start playing your media file. Left-click the 'Set Cue' button at the position/time you wish to set a cue. Use the 'Next Cue/Previous Cue' to move along the cue position markers. Repeat the process as necessary. There are 8 cues per media file. If you made an error, use the 'Next Cue/Previous Cue' buttons to select a cue you wish to remove, then simply left-click the 'Clear Cue' button to delete it. This process can is used for General Cues. The same process can be used for individual files with a simple additional step. First go to the 'Preferences' menu and select 'Cue Sheet Per Media File'. Now, follow the same procedures for setting General Cues.

Record: Captures the audio during the playback of a media file.

Next Singer: Shows the singer whose name is listed after the current singer. Press the List button for selecting Show Singer View. Press the Item button for selecting Edit Singer Name. Press the Show Next Singer button or select from the Quick Menu for showing who the next singer is in the playlist.

Queue Mode: Removes the item off the top of the playlist after it is finished playing. That media file will not be played again until it is added back to the playlist.

Add to Preview: Adds the selected media file to the preview player. That media file can be played and controlled separately in the preview player with its own set of controls.

Navigation (Cont'd)

Continuous Playback: When the Decks start playing they automatically play through all the items in their respective playlists. When an item is finished playing, the Deck will initiate the next item until there are no more items left to play. To perform a simulated continuous playback mode, fill either or both playlists with files and enable the single track mode for each Deck. Then enable the Auto Crossfade and begin playback of one Deck. The Decks will play one file at a time followed by the alternate Deck punching in at the fading time and crossfading over. If you wish to remove the items played during continuous mode enable Queue mode for both Decks. When both Decks are loaded from the same playlist, the deck choosing the next item will not load a song used by the other Deck (it will jump over it). Note that you can in fact manually select and load the same song from the same playlist to both decks.

The Playlist

Playlist Controls and Management

Add File: Used to add a single media file to the playlist. The user is prompted with a File Open dialog and the user must select an existing file.

Add Folder: Used to add an entire folder of media files to the playlist. The user is prompted with a shell folder dialog and must select an existing folder. Media files are added to the playlist, but types listed in **Ignore Types** of the **General Preferences** will not be added.

Move to Deck (B/A): Moves the selected media file from the deck it is located into the other deck.

Quick Find: Finding playlist entries.

Sort Playlist: Sorts the playlist media items in descending alphabetical order.

Clear Playlist: Clears the entire playlist or media items.

The Playlist (Cont'd)

Load Playlist: Used to load an M3U playlist file, the files listed within this playlist will be added. The user is prompted with a File Open dialog to find a M3U file, the user must select an existing valid M3U file.

Save Playlist: Used to save the items in the playlist to a playlist file M3U. The user is prompted with a File Save dialog. The file can be created as new or overwrite an existing if necessary – if the file already exists the user is prompted as such.

Print Playlist: Prints the playlist media item entries on Hard copy (you must have a printer available)

Remove Item: Used to remove an item from the playlist. The item first selected in the playlist will be removed. Pressing the 'Delete' button will also perform this function.

Move Up: Moves the playlist selected item one place up and places the above item below.

Move Down: Moves the playlist selected item one place down and places the below item above.

Add Menu: Provides options to – Add File/Folder, Add Picture/CD Audio/CD+G Discs/VCD/DVD/Video Source.

List Menu: Provides options to – Clear/Load/Save/Sort Playlist, Singer View.

Item Menu: Provides options to – Quick Find, Remove, Move Up/Down, Move to Deck (B/A), Enter Singer Name, Edit Item Time.

Video Window

Sizing and Placement

Video Window Size: The Video Window can be resized by right-clicking and selecting the size options, clicking the size buttons, double-clicking the video window, or stretching the edges of the window.

1x, 2x, 3x: Resizes the Video window based on multiples of 320x240 (includes inner and outer border of the CDG). True CDG is based on 300x216 which encompasses the inner rectangle of the video display when viewing the CDG, though it is surrounded by a border that fills in the rest.

Maximize: The Video window is set to maximize, the window is stretched by Windows to encompass the entire window. This only stretches the video and scales all media within to the resolution of the desktop.

Double-Click: Will perform a maximize.

Video Options: Channels and background override.

Skin Sliders

Types and Uses

Sliders are used to interface variable states within the player. Sliders are associated with functions such as volume and media position.

Slider Functions

Balance: Adjusts the balance of the media file between the left and right speaker (not on default skin).

Position: Indicates the position of the media file. The user can adjust this slider to seek the media file (if applicable). The position slider is adjusted as the media file plays.

Volume: Sets the maximum volume of the media file. This also indicates the maximum volume of the crossfade when enabled.

Playlist: Used to view items not visibly present in the playlist.

Key Control: Adjusts the Key setting of the media file.

Tempo Control: Adjusts the Tempo setting of the media file.

For the above items, each of the two playlists and the preview player has its own independent controls.
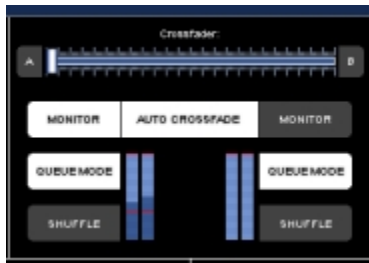
Crossfade Options can be mapped to the skin but are available in the Preferences/Crossfade Options

Crossfade Fader Control: Indicates where the crossfade position is between Deck A and Deck B. Position could be 100% Deck A, 100% Deck B or anywhere in between. Knowing the position helps when manually crossfading.

Skin Sliders (Cont'd)

Crossfade Overlap Time: When the first media file has an amount remaining to play (the amount set in the Preferences menu)-that would be the crossfade point at which the fade will start to cross over to the other media file. Default is 10 seconds.

Crossfade Level: This is the level at which the first media file will crossfade out and the level at which the second media file will begin crossfading in. The level is relative to the volume of each deck; each deck has its own volume level. For example, if this level is set at 70%, the media files will both cross at 85% relative to each volume. An optimal and smooth fade would be 4 seconds at a level of 87% as to avoid silence or chaos.

Quick Find

Finding Playlist Entries

The Quick Find feature is used to find items in the playlist using a keyword. Enter the keyword you are searching for in the entry field provided. Items will be narrowed down with the keyword search. You can either search for items with similar matching or directly matching from the start of the item name (use the Starts With option checkbox). Select an item in the list and choose to either Play it in the same Deck, Load it in to the Deck (prepare), or Jump List (Copy and append the item into the alternate playlist). Note that pressing Enter will by default start playing the first song in the list.

Change Skin

Selecting an Alternate Look

Changing the skin allows the user to have a different and customizable interface. To change the skin select the 'Change Skin' button and select an existing skin file. All applicable files associated with the skin must exist in the same folder. The last skin selected will be used the next time the program is started.

Quick Menus

Interface Menus with Features and Options

Quick Menus (better known as dynamic menus) are configured by the skin. Each skin can setup up to 10 menus. Each menu can contain any feature which is available as a button on the skin.

There are four places to find quick menus:

System Tray Icon: this quick menu is not configurable; it is generated by **Swift Elite 4.0 LITE**.

1. Right-click on the navigation interface: this usually contains the general features such as help, about, homepage, etc (this is Menu 001), Double-click the System Tray Icon to Show Player.
2. Right-click on the playlist: best features added to quickly play or manipulate the playlist such as remove item, add file, add folder, play, pause, stop, etc (this is Menu 000 & Menu 001)
3. Right-click on the Video Window: this quick menu is not configurable; it is generated by **Swift Elite 4.0 LITE**.
4. Quick Menu buttons: buttons on the skin can be configured to present a Quick Menu defined in the Menu file.

Drag and Drop

Adding a File to the Player

Media files can be dragged from an explorer window and dropped into the Playlist or Song Collection. The Playlist accepts any media file type that is listed in the **Add Folder Media Types** of the **General Preferences**. Also Drag & Drop your media files into the Song Collection. The Song Collection also includes Drag & Drop between the collection and the Deck Playlists. Be sure that the correct Playlist is active before dragging your files onto the player or they will be added into the wrong playlist. You can also drop a file onto a deck and the item will be added to the playlist below along with loading the file into the deck (you can do this for the preview player as well).

Quick Keys

Keyboard Shortcuts

Quick Play: To quickly play a media file in the playlist either press 'Enter' to immediately play the current selected or type the playlist entry position (starting from 1) followed by 'Enter' to play the media file item. You must make the playlist active by clicking once inside it, the default Active Playlist is Deck A and to change it simply click once anywhere in Deck B Playlist, note the indicators change.

Quick Keys are based on the skin loaded, override key, or the remote key. The default skin indicates the quick key referenced from the Quick Key Management Preference window. Quick keys can also be referenced within the skin file but is not required. The following are some quick keys for the advanced skin offered with the release:

Function	Default	Advanced Skin	ATI Remote Control
Play (A)		m	Play>
Play (B)		M	0
Pause (A)		x	Pause ||
Pause (B)		X	No Key
Stop (A)		c	Stop []
Stop (B)		C	1
Load Deck A			u
Load Deck B			o
Raise Pitch (Active)	t		
Lower Pitch (Active)	y		
Clear List (A)		k	
Clear List (B)		K	
Move to Playlist (B->)		>	
Move to Playlist (<-A)		<	
Auto Crossfade		&	4
Crossfade Next (185)	Advanced Users can define a key to use this function.		
Preferences		F3	
Exit		Q	

Both decks and the preview player have similar functionality, you should consider setting lowercase keys for Deck A and uppercase keys for Deck B. Extended keys F1 to F12 can also be used for Quick Keys, refer to the **Quick Key Management** Preference window.

Slider Quick Keys – these quick keys apply only to Deck A. These keys are carried forward from Version 1.0 but do not have to be used as Version 3.0 has advanced **Quick Key Management**.
Middle Wheel: Playlist Slider

Quick Keys (Cont'd)

CTRL + Middle Wheel: Media Position Slider

SHIFT + Middle Wheel: Media Volume Slider

Right Mouse Button + Middle Wheel: Media Balance Slider

Middle Button + Middle Wheel: DSP Setting Slider

Cursor Up: Move one Playlist Item Up (items must be already selected)

Cursor Down: Move one Playlist Item Down (items must be already selected)

Cursor Left: Lower Volume

Cursor Right: Raise Volume

A/B Loop

This loop option, as it sounds, will loop a media file. When in the "Visual Cue" Skin, the loop markers appear yellow at the start and end position of the loop.

To enable the loop:

Play media file. Click once on the A/B Loop button to mark the start position of the loop. The indicator on the left of the button will now appear green. Click again on the A/B Loop button to mark the end point of the loop. The indicator on the right of the button will now appear green. To clear the loop, simply click once on the A/B Loop button, the markers will disappear and both indicators will now become red (disabled).

Alternate Output
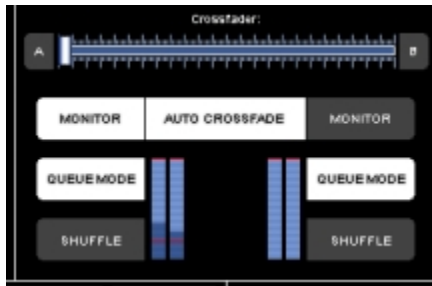
This option reloads the song in the deck using the Alternate (Alt.) soundcard output option (bar flashes green) and disables the crossfade from the volume control. This allows you to hear and preview the song on the actual deck and set the cues. Once finished setting the cues, return the button back to On-Air (disabled - red) and allow the deck to fade normally with the Auto fade. Remember to set the Cue Sheet Per Media File option so that each song will remember its own cues

Preferences Overview

Swift Elite 4.0 LITE can be configured and customized to your liking from this dialog. Select the topic from the list on the left and the correct frame will appear on the right. Choose your options and click OK to exit the dialog. The following topics will be presented:

Commercials and Jingles
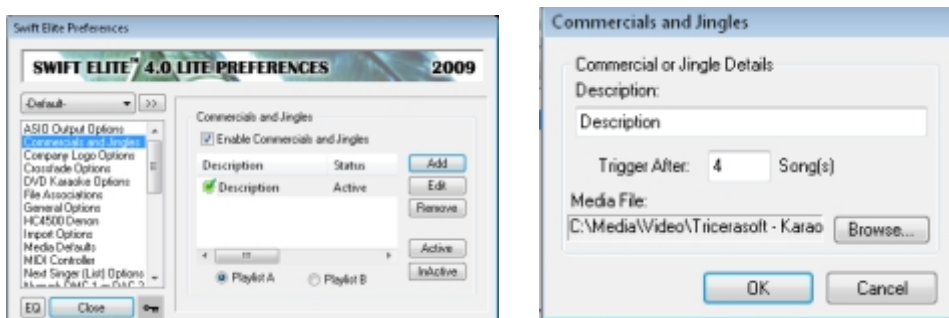
Commercials and Jingles allows you to add a Commercial or Jingle to your Playlist. Enable Commercials and Jingles. Click Add and a new box appears. You can enter the description of the Commercial or Jingle, set it to Trigger After (X) Songs (it will automatically play after the number of songs you have chosen – default is 4 songs and can be changed). Then click on Browse to locate the media file to be used as your Commercial or Jingle. Once found, click OK. The media file will now be displayed under Description with a stop sign beside it. In order for the Commercial or Jingle to play you need to click on Active, the icon beside media file will now have a green check mark. To turn off the Commercial or Jingle, click InActive. You can choose to have the commercial play in either Playlist A or Playlist B. If Playlist A is selected the media file will play in Deck B after each preset number of songs have been played, and continue to play until the Commercial or Jingle is set to InActive. If Playlist B is selected the media file will play in Deck A with the same settings as if it was in Playlist A.

Company Logo
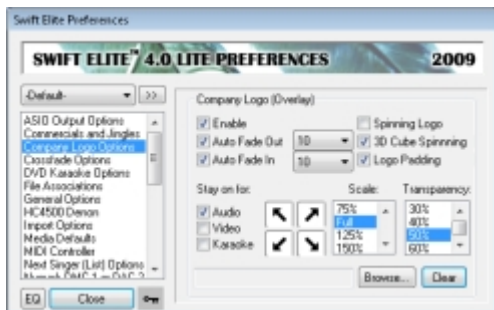
Have you ever wanted to overlay your logo over videos or always show your presence at a gig (just like a TV Channel or Much Music video)? This option will allow you to do this effectively. Select the scaled size (in comparison to the actual size of the image supplied), the opacity/transparency, and the position on the screen. You can enable the option through the checkbox or use the Quick Key function 120. Note that the company logo colors are important, a pure black will be made a full transparent.

Enable Company Logo: This will enable the company logo overlay feature

Auto Fade Out: Select the time from the start of a song for the Company Logo to Fade Out. (select either 5,10,15,20 seconds)

Auto Fade In: Select the time from the end of a song for the Company Logo to Fade In. (select either 5,10,15,20 seconds)

Logo Position: Use on of the four arrows to select the position of your logo.

Scale: This is the size relative to the image. The screen size is considered 640x480 (regardless of window size), so if a logo 320x240 (quarter) it will show up as quarter screen if the scale Full is selected (1:1).

Transparency: Unless you wish the logo to be completely Opaque, a level of transparency will be important to allow videos, slideshow, or pictures to show through.

Spinning Logo: Will spin the 2D logo around in 3D space.

3D Cube Spinning: Will build a 3D Cube and spin around in 3D space

Logo Padding: If you want your logo to appear across the whole screen, do not enable the padding, this allows you to "Crop" the screen as you wish (like a News introduction). Padding will add a small gap between the edge and the Logo for logos that need to hover on their own away from the screen edge. You may also use an Animated GIF file as your Logo or a Video.

Company Logo (Cont'd)

How to <u>Overlay your logo</u>:
- Go to the 'Preferences' menu
- Select 'Company Logo'
- Click 'Browse' to locate the image
- Select the image and click 'Open'
- Use the Arrows (Top-Left, Top-Right, Bottom-Left, or Bottom Right) to select a position for the logo
- Select the Size and Transparency settings you wish
- Click 'Close'

Crossfade Options
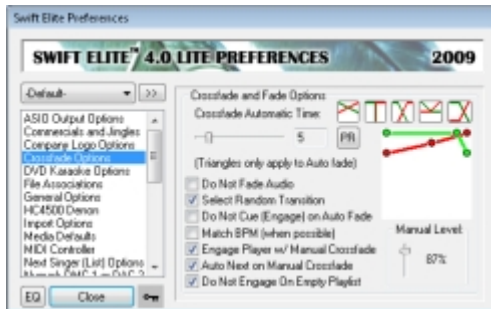
The Crossfade Options are focused on determining how the crossfade will act and react during a show.

Do Not Fade Audio: Disables the crossfader from controlling the audio. (All crossfader audio level options are ignored).

Crossfade Level: Sets the crossfade level. Default is 87% cross level (adjust to 95% and 4 seconds for a nice dance video crossfade).

Crossfade Overlap Time: The crossfade time setting which can be 1 through 25 and set via the slider. Default value is 5 seconds.

Engage Player w/ Manual Crossfade: By default if this option is not enabled, when the crossfade is started manually it simply fades from one deck to the other. To auto engage the destination deck with a manual crossfade, enable this option.

Do Not Cue (Engage) on Auto Fade: When the crossfader moves over, the deck is stopped. You must push play to engage the next song to play.

Auto Next on Manual Crossfade: Selects the next track in the playlist and loads it into the appropriate deck.

Do Not Engage On Empty Playlist: If the Playlist source is empty, the Deck will not continue to play. Enable this option if you wish to account for this.

Select Random Transition (when Crossfade Completes): When a crossfade completes either via Manual or Automatic, a new crossfade Visual Effect is selected from random and prepared for the next fade.

Match BPM (when possible): Will match the tempo according to the BPM values of the song and will attempt to adjust as near as possible. Be sure to set your cue point (auto crossfade will start the deck at the selected crossfade time).

Fade Only Options: On Start/Stop will fade the audio internally when a song is started or stopped.   This is a subtle audio transition that avoids hard stops and starts.

Crossfade Options (Cont'd)

Types of crossfading: Manual, Semi-Automatic, and Automatic:

Manual: This option allows you full control of the fade.

How to use **Manual** crossfade:
Make sure the 'Auto' button underneath the crossfade slider is disabled. Select 'Single Track' mode. Load both playlists with media files. Play Deck A. When media file in Deck A is near completion, left click and hold the crossfade slider and slide up or down to crossfade to Deck B.

Semi-Automatic: This option allows you partial control of the fade.

How to use **Semi-Automatic** crossfade:
Make sure the 'Auto' button underneath the crossfade slider is disabled. In the 'Preferences' menu, select 'Crossfade Options', enable the 'Engage Player w/ Manual Crossfade', and close the 'Preferences' menu. Select 'Single Track' mode. Load both playlists with media files. Play Deck A. When media file in Deck A is near completion click on one of the two fader control keys (small triangles pointing upwards) to crossfade to Deck B.

Automatic: This option will crossfade for you without having to click any buttons.

How to use **Automatic** crossfade:
Enable the 'Auto' button underneath the crossfade slider. In the 'Preferences' menu, select 'Crossfade Options', adjust the 'Crossfade Level' (we recommend 87%) and determine the 'Crossfade Overlap Time' (default is 10 seconds), close the 'Preferences' menu. Select 'Single Track' mode. Load both playlists with media files. Play Deck A. When media file in Deck A is near completion/at overlap time selected, the crossfade will engage.

Note: If there are cues set, the crossfade on either option will engage the destination deck at the cue point. If no cues are set, the destination deck will start at the beginning of the media file.

Customizing the Crossfader
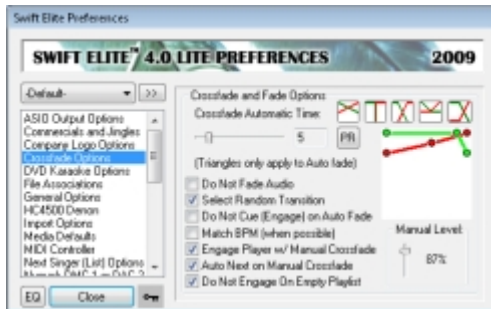
The Crossfader can be customized to your personal preference. Both the **Outgoing**, **(Green Line)** and **Incoming** **(Red Line)** can be moved to create a custom crossfade. Simply click on either line and move it to the position you desire. Once you have created your unique crossfade click on the PR button. Click Save and choose the Preset Memory (Preset 1 to Preset 5), and click on that Preset. To change your Preset, simply click on PR, Load and choose the appropriate Preset.

DVD Karaoke Options

Audio Streams: When A DVD Title is playing a selection of Audio Streams (or Audio Channels) are made available. The information on the right will show the total streams available to be chosen. Karaoke DVDs may configure the streams to include vocal, non-vocal, second language, etc.

File Associations

File Associations provide a method to link (or associate) the Media Files listed in the type list to be recognized by Windows as to belong to (or be played back with) **Swift Elite 4.0 LITE**. When selecting a file of that type in Windows Explorer and double-clicking it, **Swift Elite 4.0 LITE** is launched and the Media File added to the playlist. Select the types from within the list and the program will assign those types. Use the Select All or Select None options if necessary. Deselecting a type will disassociate it from **Swift Elite 4.0 LITE** and will attempt to restore it to the previous application.

General Options
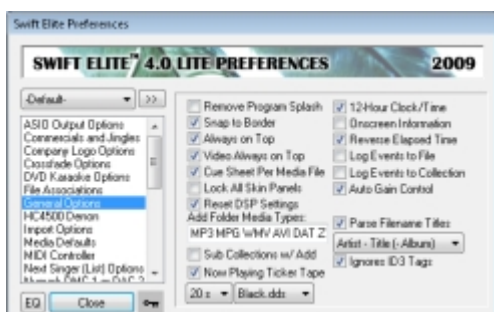
Remove Program Splash: Disables the splash screen at the beginning of the program.

Snap to Border: When enabled the windows snap to the desktop border when the interface is moved.

Always on Top: The Video Window is set to be on top of all other windows and cannot be covered by any other.

Video Always on Top: The Video Window is set to be on top of all other windows and cannot be covered by any other.

Auto Gain Control: Matches audio levels between decks. (there is no volume difference between Deck A and Deck B)

Cue Sheet Per Media File: This will allow each song to keep Cue information rather than a general cue sheet for the deck. Good when you need to remember the cues for dance parties or mixes.

12-Hour Clock/Time: This will show the clock in 12-hour time (those who are not comfortable with 24-hour clocks).

General Options (Cont'd)

Reverse Elapsed Time: Changes the playing time displayed for a playing media item from time lapsed (past) into time remaining (left).

Reset DSP Settings: When enabled, if either the pitch and tempo settings are not set in the playlist item being played, the respective slider and settings are reset (0 pitch and 100% tempo setting).

Log Events as Collection: Used for logging the songs that are played through the playlist during the night. Great for referring back to history or previous singer information. Even the BPM at the time is recorded with the entry.

Ignore ID3 Tags: If you are using MP3 files that are not tagged or tagged incorrect, and you may be using a Parse Filename format such as Artist – Title – Album, then select this option to read the information in clear to allow the Parse Filename Titles to take control.

Parse Filename Titles: If enabled, Files with no tags such as videos (or MP3s when the Ignore ID3 Tags is checked) will be checked for the "space,dash,space" character dividers to reveal information fields on the filename title. Very handy for entering information into the Song Collection.

Sub Collections w/ Add: If you are using Add Folder to add items into the Song Collection and you wish to maintain the subfolder structure (rather than enter all items into the same collection), enable this option.

Add Folder Media Types: This is a list of types that will be included when adding media files via **Add Folder**. The intention is to avoid duplication and unintended entry of faulty types. <u>For example:</u> to play MP3+G files it is not required to add the MP3 and CDG media files, only the MP3. Therefore **Add Folder** is done only when the MP3 files in the folder are to be listed.

Lock All Skin Panels: Prevents the Swift Elite Skin Panels from being moved. (locks them into position)

Onscreen Information: Shows Information such a Deck A, playing Deck B stop etc on the output screen.

Reverse Elapsed Time: When enabled shows the time of the track counting down to zero. (if left unchecked the time increases)

Log Events To File: Creates a file showing all the tracks played from the playlist.

General Options (Cont'd)

Now Playing Ticker Tape: This shows the filename of the currently playing file for the select time with the selected banner. (is visible on the output screen)

Log Events To Collection: Creates a file within a Collection showing all the tracks played from the playlist.

HC4500 Denon
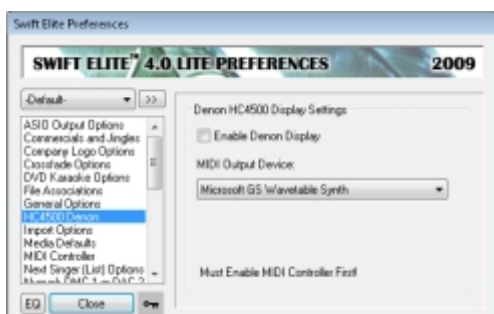
A new tab marked HC4500 Denon is now available to enable the "Output" or Display for the Denon unit, this is native control communication to the controller - be sure to select the correct "USB Audio Device" listed before enabling and the MIDI Controller Input must first be enabled. For more information refer to the simplified **Swift Elite 4.0 LITE** Denon usage guide as follows:

http://www.tricerasoft.com/video_software/Swift-Denon-DN-HC4500.html

Import Options
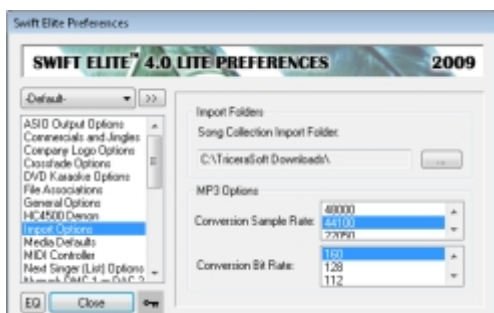
Import Folders: For selecting the default folder as the Song Collection Import Folder and where Song Collection songs will be located when imported.

MP3 Options: For selecting the Conversion Sample Rate and Conversion Bit Rate when converting to MP3 files. The higher the bit rate, the better the quality is for the playback. The file size is also larger at higher bit rates. The default Sample Rate is 44100 Hz (stereo). Default Bit Rate is 128 bits.

Media Defaults
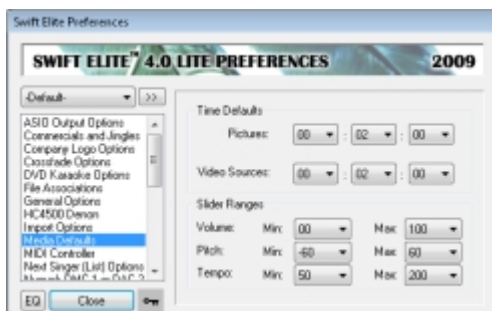
These options are for setting the Time length Defaults for Picture and Video Source formats. The defaults are 2 minutes in duration for either playback. A playlist item time can be changed using the List/Enter Item Time – the item must be a picture or video source.

MIDI Controller
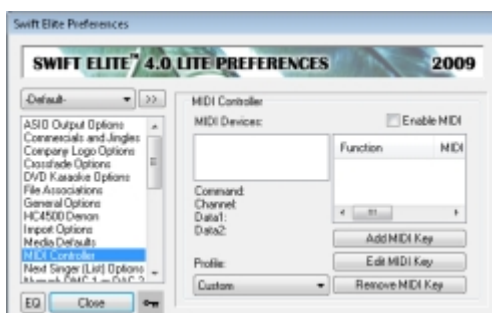
MIDI: MIDI stands for Musical Instrument Digital Interface.

This option will allow you to assign MIDI Keys to a specific task (play, pause, stop, etc.).

MIDI Devices: This window will list all MIDI devices available on the system.

Profile: This drop down menu provides a list of all MIDI devices installed/attached. If a MIDI device has MIDI keys already assigned, they will be displayed in the 'Function' window. For example, Function 101 (Play Deck A) could be MIDI Key 144 0 48 0 1.

Enable MIDI: Check this box to enable MIDI Controller Support.

Add MIDI Key: Make sure the MIDI device is properly connected to your computer. Select the MIDI device you wish to assign keys to, left click once on the 'Add MIDI Key' button. A dialog box will display two sections: MIDI Input, and Options.

MIDI Input: This will show the data read from the MIDI device. There are four or five data items that will be filled when you press a key, move a slider, or change a pot; *Command, Channel, Data1, Data2, and/or Note ON/OFF.* When a MIDI command is registered then you can use the exact command (note that Command Channel buttons send different information when   pressed   down   and

MIDI Controller (Cont'd)

lifted up – you can make the program react to either). When using a MIDI Note, the item is by default going to respond to the Note ON command.

Options

Function: Drop down menu will list all the functions available to use for MIDI Key additions (which function do you wish to use for the key, button, or slider)

Range: Drop down menu will list range options for sliders (this only applies to MIDI sliders). Be sure you select the correct range for the slider (or if you wish to flip/reverse the reaction be sure to select 127-0 or 255-0). Move the physical slider around to each limit and verify the data on the MIDI Input status.

Trigger on Note OFF: If you wish the Note to trigger the function on the Note OFF position, be sure to enable this checkbox.

Edit MIDI Key: Selecting this button enables you to make changes to an existing assigned key. In the 'Function' window, select the MIDI Key you wish to change (by left clicking once to highlight it), click the 'Edit MIDI Key' button. Make changes as desired.

Remove MIDI Key: Selecting this button will delete the key assignment. In the 'Function' window, select the MIDI Key you wish to remove (by left clicking once to highlight it), click the 'Remove MIDI Key' button. The assigned MIDI Key will be removed from the list.

Next Singer (List) Options
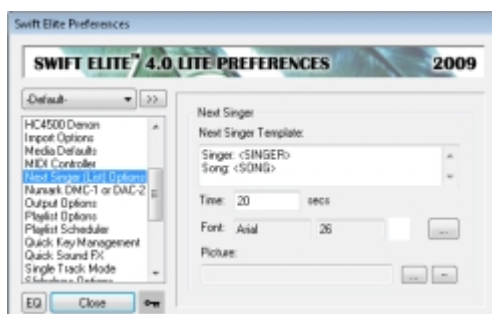
There are only two variables, Singer and Song. You can change the time that the Next Singer information is displayed. (Default is 20 seconds). The type of font size font size and colour can be selected using the button … (select) to the right of Font. You can also add a picture to the Next Singer. Click on the button with … (browse) beside the picture text box. This will open a browse window which you can navigate to your pictures. Clicking on the button beside … (browse) is a button .. will clear the picture currently selected.

Next 3 Singer List or Ticker

The Next 3 Singer List is used when you do not wish a Deck to take over to present the Next Singer and you wish to list the Next Three Singers (remember this is the Next Three, therefore those listed after the Deck which is loaded will appear). New options include the "As Ticker" which will ticker tape the Next Three like a text message proceeded by a Microphone Symbol.

Numark DMC-1 or DAC-2 Controller
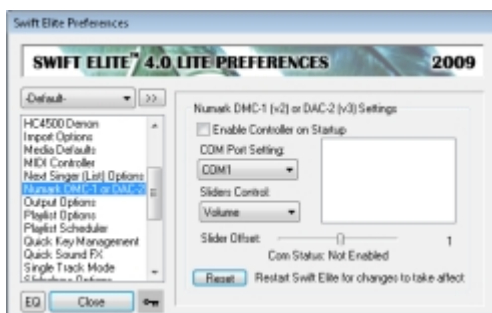
These options pertain to the Numark DMC-1 Controller. To enable the use of the controller you must check the Enable Controller on Startup option and restart the program for this to take effect. Select your COM Port setting that is assigned to your controller. By default the main left and right vertical sliders are used to control volume, you can change the option to control Key and Tempo, this option can be changed during the normal operations. If you are using, for instance, the Tempo with the sliders and wish to center the tempo at 100 then offset with -25. The Window on the right will preset the last 10000 lines of code received from the controller.

Note that COM1 through COM10 are available.

Output Options
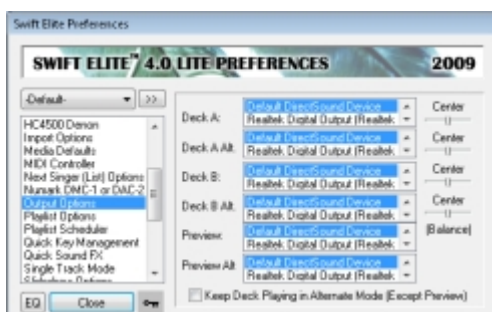
Audio Output Options provide the functionality for selecting different sound cards as output in different players (Player 1, Player 2 and Preview Player). All the available sound cards on the system are listed for selection

Playlist Options
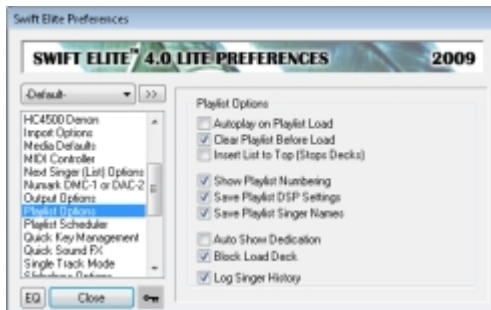
Autoplay on Playlist load: After loading a playlist file the current selected will begin to play automatically.

Clear Playlist Before Load: The last playlist file is cleared before the new playlist file is loaded.

Insert List To Top (Stops Decks): This new **Swift Elite 4.0 LITE** feature is for Loading Playlist files to the top of the Playlist. When you regularly load a playlist file it adds the songs to the bottom, but if you use the Clear Playlist Before Load the playlist will clear first so your songs are at the top already (not an issue then). But what if you want to keep the previous list (not clear) and have the playlist at the top? This new feature will do this, check the Insert List To Top (Stops Decks) option and when you load a playlist the songs in the list will be added to the top. However, since this feature moves playlist items and may critically affect the next song to play or how Queue Mode reacts, the decks are first stopped and the first and second songs are loaded into each deck appropriately. To start playback either click Play, or if you wish the songs to start automatically then enable the Autoplay on Playlist Load. This feature can be used, for example, just before you go down to the floor to announce the first dance, load a prepared playlist with the first three songs - this will add the list to the top of your already prepared playlist and load the first and second songs into the decks ready to press play (you can hit the remote play button to start).

Show Playlist Numbering: Playlist numbers are displayed for each media file listed. Playlist numbering is a good aid to figure out the position of the media file and is used to type the number for the Quick Play.

Save Playlist DSP Settings: Saves the Tempo and Key settings configured in the playlist, this helps recall the last settings configured for all the items in the playlist.

Save Playlist Singer Names: For those intending to save the Singer Names (not only the DSP settings) for each song in the playlist, enable this option and you can recall the entire playlist settings from your last show.

Auto Show Dedication: When enabled, a box appears as the song starts to play showing the dedication or comment. You must first create the dedication by right clicking on the song, choose Enter Dedication. Type in the information, then ok. The icon beside the song changes to notify you of a dedication.

Block Load Deck: For those who are worried that they may be loading a Deck while it is playing live, enable this option and the option to load the deck will be grayed

Playlist Options (Cont'd)

when the deck is playing. Keep this option disabled if you wish to have the flexibility to load a deck at any time.

Singer History

To Log a Song:

1. Enable "Log Singer History" in the Playlist Options

2. When you add a song into the Playlist, edit the name by selecting "Enter Singer   Name", type the name, press <Enter> or click OK (change the key or pitch as well if necessary)

3. Play the song, if the song "naturally ends" (reaches the end or fades out either by Auto or Manual) then it is logged - If condition 1, 2, and 3 are not met, no logging takes place.

To retrieve a song:

1. Open the Singer History (List Items/Singer History)
2. Pick a Singer
3. Pick a Song (or more)
4. Add to Playlist

Playlist Scheduler
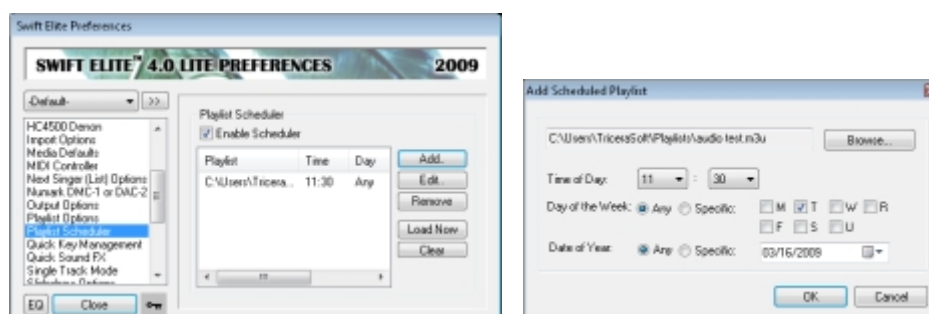
Playlist Scheduling allows a Playlist to play at the prescribed time. Note: The Playlist follows the Program Settings and Preferences (if auto crossfade is off – will not crossfade etc.).

To create a Playlist: First, create a folder called Playlists on your drive. (this is were the created playlists will be saved). Add songs from your collection to either Playlist A or Playlist B. If using a single Playlist, just add to that Playlist. Once you have added all the songs you want to add, click on Save (on the left side of Playlist), this will prompt you to Name the Playlist. Create a name, and click save.

Playlist Scheduler Options:

Add – Add the created Playlist to the Scheduler.

Edit – Edit the Time of Day, Day of Week and Date/Year – Click Ok.

Remove – Click on a specific Playlist and then on Remove (asks yes or no to confirm)

Load Now – Adds the selected Playlist to Playlist A.

Clear – Clears Playlist from Scheduler (asks yes or no to confirm)

Enable Scheduler – Enables the Scheduler to play each Playlist on their respective Day and Time.

Quick Key Management

Quick Key Management is for mapping single keys on the keyboard (Quick Keys) to the available functions in **Swift Elite 4.0 LITE**. There is a default set of Quick Keys already available to the current skin which will load automatically. It is possible to change quick keys and override the Skin Key using the new Override Key (Default is the Skin Key), a new Remote Key, a Hercules DJ Console button, and/or a Numark DMC-1 button. An Extended Key from F1 to F10 can also be applied to some functions. To Enable the Override, click preferences, select Quick Key Management. Click the Override button and the picture on the left of the function entry will change - the Override key will now be in effect. To cancel the Override Key and recall the Skin Key state press the From Skin button.

Refer to What Is a Skin? for information on skins.

Refer to for information and some default skin keys assigned.

Refer to Quick Function Reference for information on the set of functions available in **Swift Elite 4.0 LITE**.

Quick Sound FX
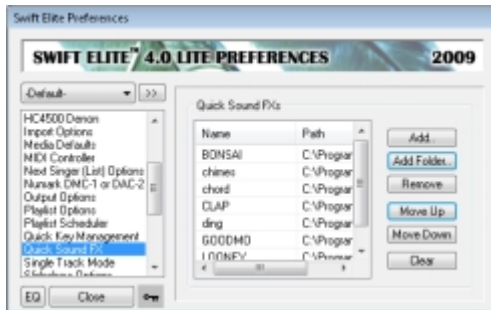
Quick Sound FX is available from the main interface as FX# buttons, these effects are used during a show and played through the Preview Player.

This list makes visible the Sound FX available in the SFX subfolder. To add additional effects you must copy WAV or MP3 files into the SFX subfolder. Press the Refresh button to update the list and modify the order of the effects. **Note:** that only the first 8 will be used for the Quick FX buttons. Use the Move Up and Move Down buttons to organize the items and assign them to their positions (for instance: item 1 will be assigned to button FX1).

Single Track Mode
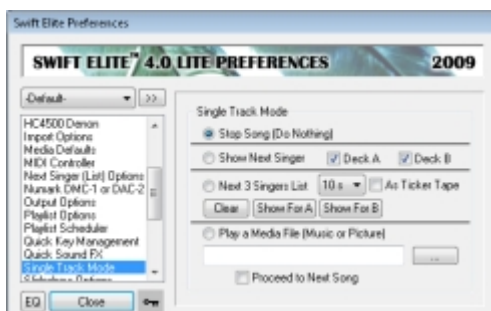
During Single Track Mode the Deck will only play one track from the playlist. If the Stop Song (Do Nothing) option is selected the Deck will simply stop after completion of the song, even though you may chosen to play a Media file (a Picture, Video, or Audio file) or present the Next Singer template (Show Next Singer) after the song is complete. When the Single Track Mode completes it then comes to a stop and does not proceed to the next Playlist item/track, unless you select Proceed to Next Song. Scenario: You can configure your player to automate the karaoke show by following each song with the Next Singer name and to then continue playing songs in succession. The Proceed to Next Song will allow you to use the Single Track mode option but to allow the deck to automatically continue after each track.

Slideshow Options

The Slideshow is an independent presentation of pictures which appears instead of (or behind) the videos playing on the Decks. The picture formats supported here are JPG, BMP, TGA, and PNG. Add a set of pictures, assign a time lapse per picture, and enable the slideshow.

Add: Press this to browse and add a picture item into the list.

Add Folder: Use this option to add an entire list of pictures from a Folder (and sub-folders).

Remove: Select a picture in the list and click this button to remove an item from the list.

Set Current: This will change the picture showing to the one selected.

Clear: Will clear the entire list of pictures.

Time Lapse: The time setting for each picture is in milliseconds, which for each second it is 1000 (so 20 seconds is 20000).

Enable Slideshow: Check this box to enable the slideshow and begin presentation.

Random Slideshow: When enabled the next picture to appear will be randomly selected rather than selecting the next picture in the list.

Startup Options
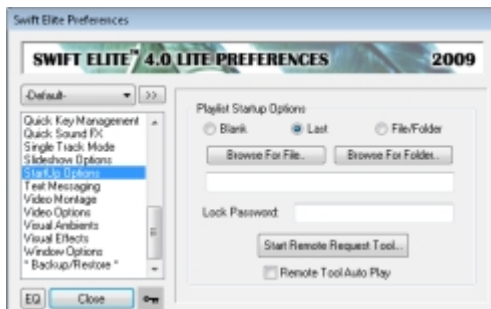
Startup options affect what happens right after starting. **Swift Elite 4.0 LITE** can start with a Blank playlist, the Last items in the playlist, a particular playlist File, or a Folder full of Media files (this includes subfolders). To include a file or folder click browse and select a file. To use the folder rather than the file, remove the name of the file from the entry field (This is to ensure that you have selected a folder with existing media files).

Text Messaging
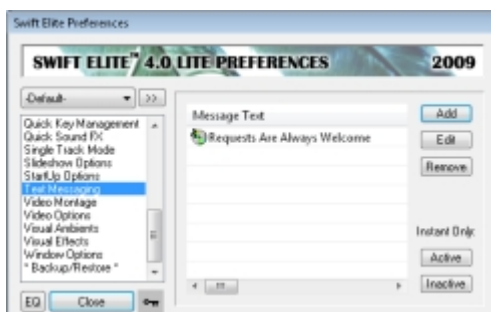
Text Messaging presents announcements scrolling on the video window. The Text Message is not affected by the Crossfade. Add a list of Messages to run/display at the times selected.

Messages can be Added, Edited, or Removed from the list. Each message can be played in either direction from Right to Left or Left to Right, and at the Top or Bottom of the screen during the set Start and Finish time. By pressing the Current Time button the current time is filled as the Start and Finish time to make it easier to modify.

The Font, Colour, Size, and Style of the message can be selected in the Add Message dialog. The Message text entry will change to the font, size, colour & style selected.

Text Messaging (Cont'd)

Add your own Symbol, these items are customizable – if you need additional information on adding your own symbol please contact TriceraSoft support.

Text Messages can be either Scheduled (Run at a Specific Start Time) or Instant (Message will run right away when Active is Clicked). You can also make an Instant Message Inactive by clicking the Inactive Button.

How to <u>Add a Text Message</u>:
Go to the 'Preferences' menu
Select 'Text Messaging'
Click 'Add'
In the message field, type the desired message.
Select the 'Scroll Type' to choose either Right to Left or Left to Right
Select 'Position' to choose where the message will appear on the screen (Top, Middle, or Bottom)
Select 'Speed' for the message to go across the screen (Slow – 7 seconds, Fast – 5 seconds, or Fastest – 3 seconds)
Choose the Font settings you wish (Font type, size, colour, and type – 2D or 3D)
Select the 'Start' time for when you wish the message to begin scrolling across the screen (you can also use 'Current Time' – this time is determined by your computer global settings)
Click 'Time' to select the duration time of the message
Click 'OK'
Click 'Close' to exit the 'Preferences' menu

How to <u>Edit a Text Message</u>:
Go to the 'Preferences' menu
Select 'Text Messaging'
Select the message you wish to edit by left-clicking on it once to highlight
Click 'Edit'
Make the appropriate changes (scroll type, position, speed, font type, font size, font colour, font depth type, start time, and/or duration)
Click 'OK'
Click 'Close' to exit the 'Preferences' menu

How to <u>Delete a Text message</u>:
Go to the 'Preferences' menu
Select 'Text Messaging'
Select the message you wish to delete by left-clicking on it once to highlight
Click 'Remove' to delete the message
Click 'Close' to exit the 'Preferences' menu

Video Montage
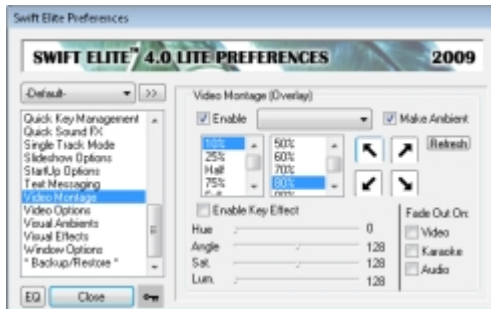
Video Montage (Overlay) lets the participants become part of the scene. It allows the user to make a certain color range invisible, allowing the background color to show through instead (similar to Chroma-Key or Blue Screening). This can add "depth" to an image. When you specify a transparent color, <u>ALL</u> instances of that color will be made transparent

Enable Video Montage: Check this box to start the montage (be sure to select the correct Video Source Device first)

Top Left Arrow: Positions the Video Montage window at the top left

Bottom Left Arrow: Positions the Video Montage window at the bottom left

Top Right Arrow: Positions the Video Montage window at the top right

Bottom Right Arrow: Positions the Video Montage window at the bottom right

Size: Use this drop down menu to select the window coverage of the video montage (Half, 75%, Full, 125%, 150%, Double)

Level of transparency: Use this drop down menu to select the level of transparency of the video montage (40%, 50%, 60%, 70%, 80%, 90%, Opaque) – this is the overall transparency of the overlay (the opaque parts of the montage actually become see through)

The colour of a pixel is specified using three numbers, to denote how much red, green and blue there is in it. RGB (Red, Green, and Blue) measures each channel from 0 to 255 because that's the range you get from 8 bits of data, and 8 bits make a byte. The amount of data used to represent a color is called color depth.

Red: Remove the red color component for the specified pixel in the range 0-255. Specify the intensity of the red color

Green: Remove the green color component for the specified pixel in the range 0-255. Specify the intensity of the green color

Blue: Remove the blue color component for the specified pixel in the range 0-255. Specify the intensity of the blue color

Range: Select a range of hues and tones for red, green, and blue in order to make them transparent

Video Options
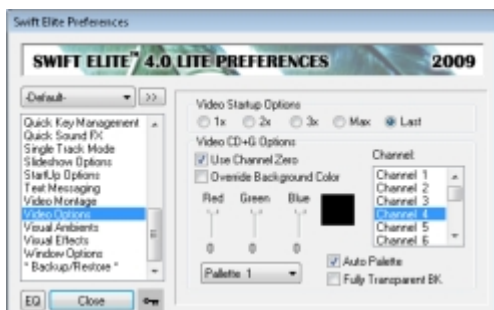
Video Startup Options:

These options determine the size of the Video window when **Swift Elite 4.0 LITE** is started. This takes precedence over Save Window Positions where width and height of the window are taken into account. "1x", "2x" or "3x" resizes from the last position of the window. "Max" maximizes the video window from the last location. "Last" recalls the last position and size of the Video Window.

Video CD+G Options:

These options apply to CD+G content. "Use Channel Zero" is the default channel used by most CD+G songs and is recommended to be selected, only remove it if the CD+G content is using multiple channels to control content such as language or text sweeping. Same applies to Channel 1 through 15 if one of them selected to be used. CD+G content for manufacturers such as Pioneer require channel 4 to be selected to view the song lyrics.

To override the background see: <u>Overriding the CD+G Background</u>

Visual Ambients
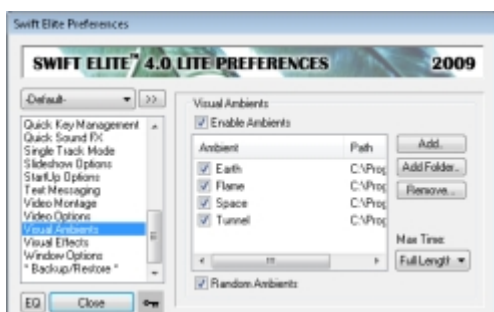
Visual Ambients are moving images that are used as backgrounds while an audio track is playing. Swift Elite includes 4 Ambients for you to use by simply checking Enable Ambients. All selected

Ambients will play in the order they are listed for the Max Time selected unless Random Ambients is selected. If Random Ambients is selected, all selected Ambients will play in a Random order. Additional Ambients can be added to Visual Ambients by either clicking on Add (single ambient) or Add Folder (multiple ambients). If you wish to remove an Ambient, simply select the Ambient and click Remove. The Max Time is set to a default of Full Length but can be set for 10,15,20 or 30 seconds.

Visual Effects
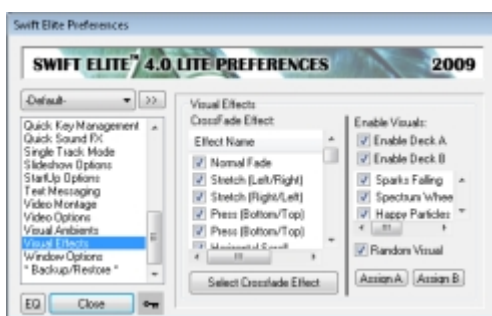
Crossfade Effects: To select the crossfade effect of your choice, select an item from this list and press the Select Crossfade Effect button to confirm your selection. The effect will be active the second you press the button. Test the crossfade effect by playing video in either or both Decks and moving the crossfade slider left and right.

How to select a crossfade effect:
Go to 'Preferences' Menu
Select 'Visual Effects'
On the 'Effect Name' list, click on the effect you wish to use. Click 'Select Crossfade Effect'. Click 'Close' to exit the 'Preferences' menu. Remember on auto crossfade, the effects will go down the list one after the other. You can of course have the crossfade effects go in random by selecting the 'Select Random Transition' in the 'Crossfade Options' menu. Once the option is selected, the crossfade effects will be chosen at random off the list.

Enable Deck A/B: Enable the visualization for either Deck. Enabling this option will load visualizations for audio only songs and display the visual effect on the output screen. Select the visualization effect from the list.

How to select visualizations:
Go to 'Preferences' Menu
Select 'Visual Effects'
Click on either 'Enable Deck A', 'Enable Deck B', or check both boxes to select the applicable deck for the visualizations
Select the visualization effect desired from the list
Click 'Close' to exit the 'Preferences' menu
Play your audio file

Window Options
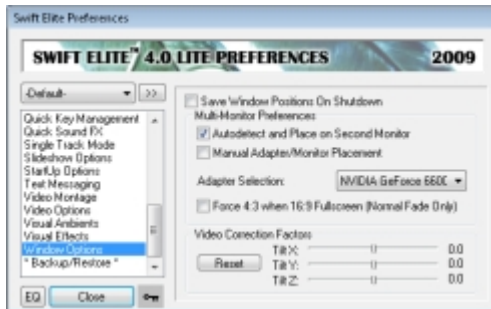
Swift Elite 4.0 LITE includes the Save Window Positions option that affects information saved at shutdown of the program. Save Window Positions remembers the location of all windows (including the Video window) and repositions them when the program is loaded again. Refer to Video Options for options to set the size of the video window at startup.

Autodetect and Place on Second Monitor: If you are unsure of the Monitor and Adapter selection enable this option and restart the program. **Swift Elite 4.0 LITE** will attempt to detect the correct combination that is optimal for your system. If the Autodetect finds a second monitor it will place it on that monitor and attempt to select the last adapter. If you find that the Autodetect is selecting the wrong combination, remove the Autodetect checkbox and configure the options manually. Use the **Manual Adapter/Monitor Placement** checkbox to manually configure the Multi-Monitor Preferences**.**

Multi-Monitor Placement Preferences provide the option for displaying different screens on different monitors. Any available monitors can be selected from the drop down list. Monitor positions show the Left, Top, Right, and Bottom positions of the screen.

Adapter Selection The following allows **Swift Elite 4.0 LITE** to fully support Multiple Monitor Configurations. If you find that your system is showing a Video Lag and high CPU usage then you should refer to this option. Direct3D requires configuring the Video Window for the Adapter in which it will reside. When **Swift Elite 4.0 LITE** is first run you will be prompted to select the Video Card Adapter in use by the Video Window - this is important as the Adapter and Monitor that the Video Window resides will be the most optimal. You can later change this option in this Option Preference (changes take effect only after you restart the program). The Multi-Monitor selection for placement of the Video Window allows to quickly place the Video Window in the correct Monitor full-screen at startup. Be sure to select the correct combination of Monitor and Adapter or the CPU usage will climb to around 90%.

Force 4:3 when 16:9 Fullscreen (Normal Fade Only): This enables a widescreen output to be shown on a normal sized screen (TV). Disable all Visual Effects/Ambients when using this option.

Backup/Restore
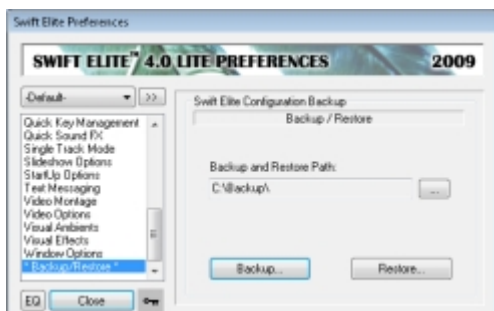
Backup/Restore is used to save and restore Swift Elite settings including cue points pitch and tempo of each song, skin layout, collections, sub collections, as well as any configuration settings you have made. Backup should be used whenever you have made any significant change to your collections.

To Backup: First select a Backup and Restore Path, then select Backup.

To Restore: Click on Restore. Navigate to the folder called Swift Elite Backup. Click Ok. (wait until you see Restore Complete)

Note: Select a folder that is not in the same location as Swift Elite. Ie: a USB Key

ASIO (Advanced Output) Options

ASIO is an **Advanced Output Option** and should only be used by **ADVANCED USERS**. If you are uncomfortable or unsure of how to use this option, **do not use it.**

3 Options: Deck A Plays To, Deck B Plays To, Monitor On.

This now works simply like this:

1. Enable ASIO and select a device (if it works all the channels will appear)

---

2. Select the Channel Pair for Deck A
3. Select the Channel Pair for Deck B
4. Select the Channel Pair for the Monitor (or the Alternate Output)

If you need to select a different pair for Deck A and Deck B then do so, but the monitor can not use the same Channel Pair for the Monitor. If the Monitor is selected to a Channel Pair that is either Deck A or Deck B then the monitor will simply be "DISABLED!" (Please remember this). The only time this would happen is if you are selecting Deck A and B to alternate pairs and you simply don't want to use the Monitor anyhow (meaning you want to use an external mixer).

Using TextDB

TextDB is the database for looking up track names for CD+G, VCD, DVD Discs available in the Song Collection or Playlist. The TextDB button is located in most Add and Import Dialogs. Select Manufacturer or DiscID and then choose an album – the names will be retrieved automatically and replaced within the dialog – in the Song Collection the artist and album ID/Name are also added to the collection. When importing the information, it is added to the ID3 tags of the MP3. The Conversion tools will also use this information to add to the ID3 tags.

Creating A Collection Overview

The Song Collection is a way where all the media files that will be played by **Swift Elite 4.0 LITE** are gathered and organized altogether. It can be categorized according to themes, moods, genres or any other personal favor. The media files can be conveniently selected into a playlist or searched then added. Song collection can hold media files such as CD+G, CD-Audio, VCD tracks from discs, and also playlist files. A list of the collection can be saved in a text file, a playlist or a

RTF file which can be printed later if needed. The importing tools will help you to convert different type formats to common easy-to-manage Media files that will also be referenced by the Song Collection.

A song collection must be created before files can be put into it. Press the Add button in the lower section and create a song collection folder, which can be renamed by the Edit button in the lower section, or by the same way as renaming a folder. Also playlist can be added as a song collection. A General song collection folder is already created. But it is advised not to put all the media files or playlists inside under the General song collection. It will be very hard to search and select the media files needed when making the selections to be added into the playlist before files start playing.

Adding Tracks To A Collection

Add tracks (Songs) to the Song Collection and refer to song files or Disc tracks. When adding a Song you should consider the name, artist, and album/ID information for that track. Use your collection to Add Song references to the Playlist or check Song, Album/ID, and Artist Names during a show.

The location of an item cannot be changed but the artist, album/ID, and title of the song can, refer to **Editing Tracks/Collections.** Use the **Importing Tracks** or the **Elite Conversion Tools** to convert or transfer other types into the folder devoted for the Song Collection and tracks will also be automatically added to the collection. Different types of Media are identified by different image icons in front of each Song item listed (you can also refer to the Media Type field for the exact name of the Media type).

When adding MP3 tracks to the Song Collection, if available, the ID3 tags are read and the information is added into the Artist, Album/ID, Title, and Location fields. If no ID3 tag is found the regular means of identifying information is used. Parse Filename Titles is another method used to enter information, if enabled in the General Options, names are parsed using the "space,dash,space" dividers. The order of which the Parse Filename Titles is read can be selected from the drop menu.

Songs are added to the current selected collection – the current collection is noted on the bottom right of the Song Collection Screen.

The following functions are available to Add Media files or Tracks into the collection:

Add File: Used to add Media files such as MP3, MPG, AVI, CDG, KMF, BIN, WAV, etc
A Basic file dialog will appear and allow you to select one or multiple files to be added into the collection list.

Add Folder: Used to add a large portion of Media files located in a folder. Only selected types will be added into the Collection - Refer to the General Preferences for the 'Add Folder Media Types' Field.

Add Picture: Used to Add a Picture file – JPG, BMP, TGA, and GIF files are accepted.

Add VCD: Used to add references to your VCD tracks available off the Discs. Note that this only adds a reference to the tracks and does not import them. If you wish to add them on the Hard-drive you should refer to **Importing Tracks** to transfer the DAT files over and add the reference to the Collection.

Add CD+G Track: Used to add references to your CD+G Disc Tracks. Note that this only adds a reference to the tracks and does not import them. If you wish to add them on the Hard-drive you should refer to **Importing Tracks** to transfer the Tracks over and add the reference to the Collection or take advantage of the **Elite Conversion Tools**.

Adding Tracks To A Collection (Cont'd)

The Add CDGA/CDDA Dialog will prompt you to select the drive and Tracks to add. Use TextDB to select fill-in track names for albums that exist in the list, refer to **Using TextDB in the Song Collection** (the track list, artist list, and album/ID name will be updated). The track names can also be edited manually by selecting a track from the list and changing the text field below to update the information in the list. Each track has an Artist name listed on the right and can also be edited by selecting the Artist name and typing in the field below. To select one track, left click the track list on the left and click OK. To select multiple tracks, drag the mouse over the tracks and/or use a key and Left Mouse Button combination of CTRL+BUTTON and SHIFT+BUTTON to select extra single or a range of items respectively. To select the entire album without highlighting tracks check the Entire Album and OK and all the tracks will be added into the Song Collection.

Add CDDA Track: Used to add references to your CD-Audio Disc Tracks. The dialog is shared along with CDGA (CD+G Tracks) – refer above to **Add CD+G Tracks**. Note that this only adds a reference to the tracks and does not import them. If you wish to add them on the Hard-drive you should refer to **Importing Tracks** to transfer the Tracks over and add the reference to the Collection or take advantage of the **Elite Conversion Tools**.

Add DVD: Used to add references to your CD-Audio Disc Tracks. The dialog is similar to the CDGA (CD+G Tracks) – refer above to **Add CD+G Tracks**. Note that this only adds a reference to the tracks and does not import them.

Add To Playlist1:
Add To Playlist2:
Add To Preview:

Transfer your Song entries using the Add to Playlist1, Playlist2 and Preview functions. Add your song to the Preview Player to verify before adding it to a Playlist. You can also circumvent the Add to Playlist functions by using Drag & Drop from the collection directly into the Playlist (be sure the **Active Playlist** is selected). Refer to **Drag & Drop** for further information.

Import Playlist:

You can integrate a Playlist file back into a collection. Selecting the Import Playlist option will prompt for an M3U file, the entries will be added to the current Collection. You can add a Playlist as a collection, refer to **Adding Collections**.

Adding Collections

Add your Songs into collections, an easy and important method of sorting your files. Your Collections can be **Sorted** by Song Title, Artist, Album/ID, and Location by clicking the column header of each. The General collection is always available and can be used as the sole collection, but it is advised that others be created. The Add button includes New Collection and Add Playlist as Collection. The New Collection option will add a new collection called 'New Collection', refer to **Editing Tracks/Collections** to change the name of the default collection name. To add a playlist to your Song Collection and transfer it into the Song Collection as a new collection, use the Add Playlist as Collection option, when selected you are prompted to select an M3U file. The Playlist will create a collection in the name of the Playlist file. Each Collection can add up unlimited songs and there can be up to 65000 Collections.

Refer to the Songs in the collections to add them into the Playlist or the Preview Player. Be sure to select the Collection from the list before adding Songs.

Refer to the buttons below the Song list to access Collection level functions. Note that you can add Sub Collections which are nested groups for collecting and organizing song references. You can Add Sub Collections with the same structure as the hard-drive folder using the **Subcollections w/ Add** option in the General Options.

Editing Tracks/Collections

Edit Song Information:

Songs can be edited by either double clicking the selected item or highlighting an item and selecting the Edit/Song Properties option. A Song properties dialog will appear with the information that can be changed. You can change the Filename of the song with the Modify Filename button, this will also account for the CDG file if combines with an audio file. If the item is an MP3 you can also update the ID3v1 and ID3v2 tags with the Update buttons.

Edit Collection Name:

To change a Collection name double click its entry and edit the name, be sure the name does not use invalid characters (\ / . , ` ; : *) and that the name is not General. You can also use the Rename Collection Name option if you cannot get the double click to work.

Remove Song:

To remove a Song/Track or Multiple items, highlight them either by dragging the Mouse over the item, Using CTRL+Left Mouse Button, or SHIFT+Left Mouse Button combinations. When the range of songs is selected, use the Remove Song(s) option to remove the Songs from the Collection.

Remove Collection:

Highlight the collection and select the Remove Collection option. This will remove the collection list and all its contents. Be sure you really want to remove it before agreeing to the prompt.

Remove Invalid References:

After a time, invalid references will begin to show up when physical files are moved, deleted, or simply change. Use this feature to clean up your collection.

Refer to the buttons below the Song list to access Collection level functions.

Search Tracks/Collections

The Song Search can be used to pinpoint particular songs from either the current collection or entire set of collection. The Song Search dialog can be accessed via the Edit Song or Edit Collection buttons on the Song Collection screen, a Search button is also made available on the main interface to reduce button clicks. The Song Search will present search fields and parameters to look through the collections, the results will be listed below similar to the Explorer search. Select the Songs you wish to add to the Playlist or Preview Player or click File/Save Search As Collection. Note that the Search All Collections is selected by default; if you wish to only select the current collection be sure to uncheck this option.

Moving/Copying Track References

Songs can be moved or copied from one collection to another by either transferring the entire collection into another (Import Another Collection) or using the Move To… or Copy To… functions. The Move To… and Copy To… options are submenus that will be filled with the available Collections. Highlight your Songs/Tracks and select Move To... or Copy To… and select the destination collection. The destination Collection will be shown after the items are removed or copied.

Printing Tracks/Collections

When printing of items in the Collection is required, the following options are available:

Print Selected: You can select a range of Songs in the Current Collection list and select the Print Selected to get a printed hard-copy of those items. Used when you only need a small list of items rather than printing the entire collection.

Print Collection/Current Collection: Prints the entire collection that is currently visible/selected. This option is available in both the Song Collection and Edit menus.

Print All Collections: Printing all the collections at once. The collections will not be globally sorted, rather they will be sorted individually and printed separately one after another. Look to exporting the collection to CSV or RTF to edit and combine Collections in editing programs.

Note: to get a formatted list of entries or a RAW CSV file for further editing in Word or Excel look to **Export Track Information**.

Importing Tracks

Import your tracks to MP3+G or copy over your VCD tracks to hard-drive rather than only having a reference to the tracks in the collection (requires a CD+G Compatible drive to import CDGA tracks). Use the Import CD+G Tracks or the Import CDDA Tracks to import CD+G and CD-Audio Tracks to MP3+G and MP3 Media files. The Import VCD Tracks will copy over the DAT files onto the hard-drive rather than making any conversions but the tracks will be accessible without the Disc, be sure that you have lots of memory if you intend to import lots of VCD tracks. The dialogs are the same as the **Add CDDA/CDGA Tracks Dialogs** and follow the same rules for changing track, artist, and ID information, refer to **Adding Tracks**. Refer to the **Import Options** for MP3 settings and the default import folder.

To convert other formats refer to the Elite Conversion Tools section or the program manual.

Exporting Track Information

The Current Collection can be exported to Song Books which are useful for printing, editing, changing colours, layouts, etc. You can export to RTF (RichText Format), Text Files (TXT and CSV), and Playlist (M3U file).

RichText Format: This format is used by Windows for formatted text and is compatible for WordPad and Word. Select your title, font, standard sizes, the filename, columns to show, and sort method. Select Export to create the file.

Text File: This format is known as RAW and delimited by commas. Select your title, columns, and sort method. When you select the filename you will notice that both TXT and CSV File Types are available, choose the correct one you wish to use. Select Export to create the file.

To Playlist: Regular Media files are exported as regular entries and CDGA, CDDA, and DVD entries are entered as WinAMP Compatible Playlist Comments. These special entries will be ignored by regular media players that read Playlist files.

Export with all Sub Collections: Click this box if you would like to export the sub collections of a particular collection. Uncheck it to only export the main collection

For advanced users: Export Full Details (CSV) allows a user to export the entire selected collection with all the database information, this includes columns such as BPM, Media type, etc. This feature is used in conjunction with Import Full Details (CSV) to bring back the updated information. The CSV file can be edited in a program such as MS Excel to make large changes in the information (i.e. updating the entire ID column in sequential order). Note that this is a very sensitive feature and if you are not familiar with editing CSV files please do so carefully.

Using TextDB in the Song Collection

The TextDB information is referenced in the CDGA, CDDA, VCD, and DVD dialogs. This information is important as it simplifies the entry of fields for Song items in the Collection. It is also used when importing CDGA/CDDA tracks to MP3+G and updated the MP3 ID3 tag with that same information, this way if you lose the reference of the MP3+G in the Collection you can always track and drop the file back into the collection and the Tag will fill-in the rest of the information.

Refer to **Using TextDB** for instructions on how to reference TextDB information.

TextDB Updates can be obtained from the TriceraSoft website. Single and Subscription Update fees apply.

Sorting the Song Collection

The Song Collection can be sorted at any time by clicking the header buttons above the song collection list. The Song Collection can be sorted by Track Name, Artist, Album/ID, Media Type, or location. When exporting the Song Collection to RTF or Text file the sorting option is also available.

Play a Media File

Insert a media file into the playlist by either Drag and Drop, Add File, Add Folder, or Load Playlist. The Current Playing (or Current to Play) media file will be an alternate color from the rest of the list. Files highlighted will be in a bold color that will make the selection stand out.

There are several methods to playback the media file, each method listed begins immediate playback:

1. Click the Play button to start the Current to Play.
2. Double-click the file in the playlist to begin playback.
3. Press <Enter> to begin Current to Play
4. Press the number of the playlist entry followed by <Enter> i.e. <1><2><3><Enter>
5. Right-click the playlist and select Play
6. Right-click the System Tray icon and select Play

Note: A notification will warn of Invalid media files when a media file is added into the playlist and thus will not be inserted.

Intro Mode:

Intro or Introduction Mode is used to sample the first few seconds of the song. The length of the intro is defined with the Crossfade Time option and thus will equal the same time. Use this mode with Single Track (to intro one media file), Shuffle (to randomly listen to song intro's), and Repeat mode (to cycle through the playlist without limit).

Single Track Mode:

By default each song that reaches the end will initiate the playing of the next song. To only play one file at a time you can enable the Single Track Mode. This will stop all playback when the current song has finished.

Play a Media File (Cont'd)

Shuffle Mode:

When enabled each song to play next will be randomly selected rather than selecting the song directly next in the playlist.

Repeat Mode:

Enabling this mode will cycle the playback of the playlist. By default when the last song in the playlist completes the player is stopped. Repeat Mode resets the Current Playing to the top of the list and continues to play.

Using the Playlist

A playlist is a temporary list of media files that are ready to be played in a player. Files in the playlist are played in order (unless the random option is selected for each Deck). There are several modes that can be applied to the playlist, such as Intro, Single, Shuffle, Repeat and Queue Mode. You can edit the Key, Tempo, and Singer Name for each item. This information can also be saved within playlist files and recalled for the next session, refer to the **General Options** for more information. To view the Singer Names entered click List/Singer View and the list will change for 8 seconds showing the names.

Individual files or all the files in a folder can be added to the playlist. But items in the playlist are not stored after shutdown unless they are Saved explicitly (Either by saving using the Save Playlist buttons or in the preferences under Startup). For media files that are used frequently, use the Song Collection or pre-saved Playlist files loaded at startup. The Song collection is the permanent storage for organized and categorized media files. Song Collection can be created before loading media files in the playlist. Also media items in the playlist can be stored into a Song Collection by either saving the media files or by saving as a playlist file.

Using the Playlist (Cont'd)

Swift Elite 4.0 LITE comes with a Dual Playlist system. They can be utilized for different playback in the different Players simultaneously. Also special effects such as Crossfade require media items added in both of the two playlists before operating.

Playlist Columns are as follow:

1. - Media Name (may contain number)

2. - Played Count

3. - Pitch Setting

4. - Tempo Setting

5. - Time Entered

6. - Time Played

7. - Length of Media

8. – BPM Value (Beat Per Minute)

When a song is entered the Time Entered is updated.

When a song is played the Time Played is modified, at the same time the Media Length is updated and the Played Count is incremented. The Media length of a picture and a video source can be modified using the Edit Media Length function (refer to the Default Media Lengths).

The Pitch Setting is used to assign a song a pitch that will be set when played. If not set the Pitch Setting will show [==] and the Pitch slider will not be moved, the current value will be used.

The Tempo Setting is used to assign a song a tempo that will be set when played. If not set the Pitch Settings will show [===] and the Tempo slider will not be moved, the current value will be used.

If either Pitch or Tempo are not set and the Reset DSP Setting option is checked in the General Preferences then the sliders will reset (0 and 100% respectively).

Playlist supports Unicode.

Using the Auto Crossfade
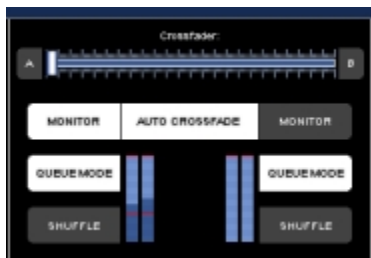
The Auto Crossfade feature is a special option that works as follows: Before a Media item is finished playing (default is 10 seconds) the Auto Fade begins playback of the second Deck and begins the crossfade timer toward it. The Crossfade calls on the CUE point of the destination Deck, if the CUE point is not set it will default to the beginning of the song. If you find that the crossfade refuses to engage the destination deck, be sure to Set the Cue point.

The Crossfade time duration and the Crossfade Level can be adjusted accordingly. The default Crossfade Time is 10 seconds. The default Crossfade Level is 70%. The Crossfade position is marked from 100% left and 100% right, Center is 0%. The Crossfade time duration will set the time it takes to move the entire length of the slider.

Crossfade works best with items in both of the Decks. It is possible to play through all the items on both playlists alternately with Crossfade. Refer to **Continuous Playback** for information on how to effectively use the Auto Crossfade. You can also set the Auto Crossfade and Start/Stop Fade options from the Quick Menus.

Fade on Start and the Fade on Stop features will Fade the volume of the song in or out respectively when Play or Stop are pressed.

Using the Preview Player
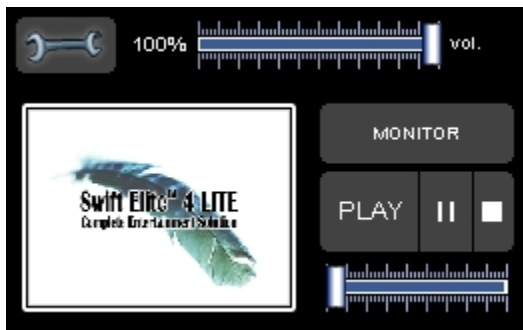
There is a Preview Player available for **Swift Elite 4.0 LITE**. It is for previewing media items without interrupting any playback in progress. Preview item can be added directly from a media file, a folder, a Song Collection or any of the two playlists. You can even drag/drop file from the Song Collection right onto the player.

For example: a DJ/KJ can pick up media items to be previewed and decide which ones will be played or not, while the other users can sing to the playing media items in the playlist without being interrupted. If a preview item is chosen and decided to be played, it can then also be inserted into the playlist and played. All of the selection process can be done separately in another location while others can enjoy singing without any hassle.

Utilizing the Dual Deck/Playlist

Swift Elite 4.0 LITE offers two playlists in the program. Each playlist has its own set of controls and each Deck can control its actions respectively. Items on each playlist can be played and controlled differently without interfering with one another. Items can be added or removed from either playlist without affecting the playback of either Deck. You can load both decks from the same playlist and use the alternate Deck for various other reasons (i.e. a request list). Use the playlists to your advantage and assist in preparing the crossfade or use the list for slideshows. Playlists use the Quickfind option to locate and play the songs quick and easy. Type the number on the keyboard or keypad and the song located at that number will be highlighted. Press Enter to start a song (load and play).

Also items can be moved to another playlist by pressing the Move to Deck (B/A) buttons which provide access to control both playlists.

One of the special features that utilize Dual Playlists is the Crossfade option, but you can still load both decks from either playlist (this is very handy especially changing venues on the fly).

Note that you can also Drag/Drop a file from the Song Collection onto either Deck and it will not only add the file into the playlist below the deck, but also load and prepare it. If you are not interested in loading the deck, be sure to simply drag/drop the file into the playlist area.

Refer to How to: Apply the Crossfade.

Using Multiple Sound Cards

When there is more than one sound card on the system, **Swift Elite 4.0 LITE** can utilize them together on either Deck A, B and/or the Preview Player. The benefits are that each sound card has its own output and control (a second or more channels). You can also use the Earphones Off-Air option effectively (refer to Earphones Off-Air topic).

For example: while Deck A is playing a media file, a second file can be added to the Preview Player and played by a different sound card to output to a headphone and not interrupt the Deck A or B. Then the previewed file can be selected, cued, and/or moved into Deck B to be played taking advantage of a Crossfade effect and cue positions.

Note: Be sure not to use two external sound cards of the same exact type – this may cause sharing of the drivers and result in conflict.

What Is a Skin?

A Skin is simply the graphics and elements that make up the user interface (GUI) of an application. Skins are used to enhance the look of the program compared to standard windows applications. **Swift Elite 4.0 LITE** supports skins with:

Buttons, Text, and Elements of any size or placement

Sliders for controlling playback, volume, DSP, Balance, etc

Graphical Text and Digits

Multiple Interface windows

Links to other skins and web pages

Supports BMP bitmap files only

Skin Introduction

Understanding the elements associated with the Skin will help to create or modify the appearance of the interface. A **Swift Elite 4.0 LITE** skin is built from the following major elements:

A Resource Bitmap: this bitmap contains the interface window background with all elements in the 'Up' position (Elements raised and unselected). It will also contain the sliders, fonts, and indicator mappings.

An Over Bitmap: this bitmap contains the interface window background with all elements in the 'Over' position (Elements that are passed over by the mouse cursor).

A Down Bitmap: this bitmap contains the interface window background with all elements in the 'Down' position (Elements that are selected by the mouse).

Skin definitions file (.skin): The file that defines positions, measurements, and functions of all the elements to be included in the skin.

Menu definitions file (.menu): The file that defines all menu and menu elements available in the skin

All the above major elements must be included to have a functional skin – refer to the default skin provided for reference.

Skin Elements

Background Color

Changes the color behind the playlist item to the one specified.

BG BColor

BColor = Red + (Green*255) + (Blue*65525)

Where Red, Green, and Blue are values from 0 to 255

Bitmaps

The bitmaps are the main definitions of the skin and must be specified.

Skin Elements (Cont'd)

BM F bitmapfile

F = 0,1, or 2 (Up,Over,Down)
Bitmapfile = Bitmap file name (i.e. bitmap1.bmp)

Background Settings

Settings for the highlight colour of the playlist, the font size, and the text forecolour (Optional).

BT FColor HColor FontSize

FColor = Font Forecolour
HColor = Highlight Colour
FontSize = Size of Font in pixels (i.e. 12)

Buttons

Button elements are used to define the interaction with the player

BN F Xp Yp Wpf Hpf X1d Y1d Quickkey Tooltip

F = Button Function
Xp, Yp = Left and Top coordinate of the button background
Wpf, Hpf = Width and Height of the button
X1d, Y1d = Left and Top coordinate of the button of the form (corner relative to form)
Quickkey = A letter from A-Z,a-z, 0-9, or any symbol that will assign the button a keyboard key
Tooltip = A string of characters that will describe the button (this will be shown as a tooltip)

Sound Selection Combobox

Select Sound Card from Interface (Optional).

CB F Xp Yp Wp Hp FontSize

F = Combo Function (0, 1, or 2)
Xp, Yp = Left and Top coordinate of the combobox
Wp, Hp = Width and Height of the combobox
FontSize = Size of Font in pixels (i.e. 12)

Skin Elements (Cont'd)

Fonts

At least one font mapping must be defined within a skin. Multiple fonts can be used to change the look of labels and the playlist. The playlist font must have a triple state font defined but label fonts can be drawn with only one state. To draw the multi states, the exact size duplicate of the font must appear right along side the other (refer to the default skin).

FN F X Y Wf Hf Wc Sp

F = Font Number starting from zero
X,Y = Upper Left corner of the font mapping
Wf,Hf = Width and Height of the Font items (not the entire mapping)
Wc = Width in characters of the mapping
Sp = Each font item can be spaced horizontally or can be adjusted by this parameter

Forms

A Form is a window dividing the skin and its elements from the rest. All elements that are defined after a form definition will be grouped as such.

FM Xp Yp Wpf Hpf X1d Y1d Rz

Xp, Yp = Left and Top corner of Form background image
Wpf, Hpf = Width and Height of Form and background image
X1d, Y1d = Default form location in relative location to other forms
Rz = 0, 1 (1 will allow the form to be resized – a resize element must be included in the form)

Window Panel

A Window Panel is a window dividing elements within a form. All elements that are defined after a window panel definition will be grouped as such.

Skin Elements (Cont'd)

WP Xp Yp Wpf Hpf X1d Y1d Rz Lk

Xp, Yp = Left and Top corner of Form background image
Wpf, Hpf = Width and Height of Form and background image
X1d, Y1d = Default form location in relative location to other forms
Rz = 0, 1 (1 will allow the form to be resized – a resize element must be included in the form)
Lk = 0, 1 (1 will lock the panel in place)

Indicators

Indicator elements are used to represent a state of the player in visual form.

IN F Xp Yp W H

F = Indicator Function (Refer to the QUICK FUNCTION REFERENCE)
Xp, Yp = Left and Top corner of the Indicator element on the form
W, H = Width and Height of the Indicator element

Labels

Label elements are like indicators such that they represent player states but represented in their text information form – a label must be used with a font

LB F X Y Wc Af

F = Label function that refers to state information within the player (Refer to the QUICK FUNCTION REFERENCE)
X,Y = Left and Top corner position of the label to be placed on the form
Wc = Maximum width of label to be displayed
Af = Label Font defined as a font element (Refer to the Font element)

Menu

Menus are used to interface elements without having them visually on the form until the menus become visible. Menus can be activated from a right-click on the playlist, the forms, or from custom menu buttons.

MN menufile

Menufile = Menu file name (i.e. default.menu)

Playlist

Swift Elite 4.0 LITE supports only one playlist. The playlist area will list the media files available within the player.

PL F Xf Yf Wf Hf Af

F = 0 (only playlist number supported)
Xf, Yf = Left and Top corner of the playlist on the form
Wf, Hf = Width and Height of the playlist on the form
Af = The Font chosen for the playlist

Resize Element

Added onto a form to control its resizing. This element will only affect the form its resizing property is set to 1.

RZ Xp Yp Wp Hp Tooltip

Panel Resize Elements are as follows:

RB Xp Yp Wp Hp Tooltip

Xp, Yp = Left and Top corner of the resize element
Wp, Hp = Width and Height of the resize element
Tooltip = A string of characters that will describe the button (this will be shown as a tooltip)

Sliders

Sliders are used to interface variable states within the player. Sliders are associated with functions such as volume and media position. Sliders have four segments that create the slider (start, end, middle, and slider segments) – combined they create a dynamic sized slider.

SL F Xp Yp Wp Hp Xf Yf Wf Hf Md Cl

Static

Used for visual extras or previews. **Swift Elite 4.0 LITE** supports only the preview window.

ST F X Y W H

F = 0

X,Y = Left and Top corner of static element

W,H = Width and Height of static element

Static Waveform

Displays the waveform of the playing song.

SW F X Y W H

F = Deck Number

X,Y = Left and Top corner of static element

W,H = Width and Height of static element

All Element Coordinates are in pixels and measured relative to each form or bitmap respectively. Initial background coordinates for each element are from the Resource bitmap. Elements such as the indicator will also use these coordinates for the 'Over' or 'Up' bitmaps to present a different state.

Menu Elements

Menu Header

The Menu Header will define the function or use of the menu and is followed by multiple Menu Items.

MN F

F = Menu Function (0,1,or greater). 0: Playlist Menu, 1: Form Quick Menu, >1: Custom Menus

Menu Items

Follows the header and defines the item functions.

MI F Nm

F = Menu Item Function (Refer to the Quick Function Reference)
Nm = The name of the item (a name assigned to the item up to 256 characters)

Quick Function Reference

The reference guide lists all functions available for the skin elements. Refer to this guide when creating or modifying a Swift Elite 4.0 LITE Skin file

General and Menu Functions

Navigation Functions

Function	Description
101	Play (A)
102	Pause (A)
103	Stop (A)
104	Next (A)
105	Previous (A)
106	Intro Mode (A)
107	Single Mode (A)
108	Repeat Mode (A)
109	Shuffle Mode (A)
110	Change Active Playlist
111	Play (B)
112	Pause (B)
113	Stop (B)
114	Next (B)

115	Previous (B)
116	Intro Mode (B)
117	Single Mode (B)
118	Repeat Mode (B)
119	Shuffle Mode (B)
120	Toggle Company Logo
121	Play (Preview)
122	Pause (Preview)
123	Stop (Preview)
124	Record
125	MIC Toggle
126	Earphones Off-Air Toggle (A)
127	Earphones Off-Air Toggle (B)
128	Previous FX Page
129	Next FX Page
130	Vocal Remove (A)
131	Multiplex (A)
132	Vocal Remove (B)
133	Multiplex (B)
134	Singer (A)
135	Queue Mode (A)
136	Singer (B)
137	Queue Mode (B)
138	Add to Preview (A)
139	Load Deck (A)
140	Add to Preview (B)
141	Load Deck (B)
142	Add Message (Text Message)
143	Load Across to Deck B
144	Load Across to Deck A
145	Add Stop Command (A)
146	Add Stop Command (B)
147	Deck Properties (A)
148	Deck Properties (B)
149	A/B Loop (A)
150	A/B Loop (B)

Playlist Functions

Function	Description
Playlist A	**Deck A**
201	Add File
202	Add Folder
203	Move Up
204	Move Down
205	Remove Item
206	Clear Playlist
207	Load Playlist
208	Save Playlist
209	Print Playlist

210	Sort Playlist
Playlist B	**Deck B**
211	Add File
212	Add Folder
213	Move Up
214	Move Down
215	Remove Item
216	Clear Playlist
217	Load Playlist
218	Save Playlist
219	Print Playlist
220	Sort Playlist
221	Fast Rewind A
222	Fast Forward A
223	Fast Rewind B
224	Fast Forward B
250	Move Item to Playlist 2
251	Move Item to Playlist 1
254	Edit (Add) Singer (A)
255	Edit (Add) Singer (B)
256	Edit Media Time (A)
257	Edit Media Time (B)
258	Auto Crossfade
259	Fade on Start
260	Fade on Stop
261	Edit Item Pitch (A)
262	Edit Item Pitch (B)
263	Copy to Playlist (A to B)
264	Copy to Playlist (B to A)
265	Edit Item Tempo (A)
266	Edit Item Tempo (B)
270	Add Picture (A)
271	Add CD-Audio (A)
272	Add CDGA (A)
273	Add VCD (A)
274	Add DVD (A)
275	Add Video Source (A)
278	Set Cue (A)
279	Cue Player (A)
280	Add Picture (B)
281	Add CD-Audio (B)
282	Add CDGA (B)
283	Add VCD (B)
284	Add DVD (B)

285	Add Video Source (B)
288	Set Cue (B)
289	Cue Player (B)
290	Previous Cue (A)
291	Previous Cue (B)
292	Next Cue (A)
293	Next Cue (B)
294	Set Cue From Preview (A)
295	Set Cue From Preview (B)
296	Copy to Position (A)
297	Copy to Position (B)
298	Clear Cue (A)
299	Clear Cue (B)
313	Quick Find (A)
323	Quick Find (B)

Macro/System Functions

Function	Description
301	Exit Program
302	Close Window 0
303	Close Window 1
304	Close Window 2
305	Close Window 3
306	Close Window 4
307	Close Window 5
308	Close Window 6
309	Activate (Register)
310	Products Link
311	Songs Link
312	Minimize
314	Show Player
315	Windows Mixer
316	Help
317	Homepage
318	About
319	Select Skin
320	Preferences
321	Song Collection
322	Conversion Tools
>= 900	Minimize Panel

Quick Sound FX

Function	Description
411	Quick FX 1
412	Quick FX 2

413	Quick FX 3
414	Quick FX 4
415	Quick FX 5
416	Quick FX 6
417	Quick FX 7
418	Quick FX 8
419	Quick FX 9
420	Quick FX 10
421	Quick FX 11
422	Quick FX 12
423	Quick FX 13
424	Quick FX 14
425	Quick FX 15
426	Quick FX 16
427	Quick FX 17
428	Quick FX 18
429	Quick FX 19
430	Quick FX 20

Video Window Functions

Function	Description
401	Video Size 1x
402	Video Size 2x
403	Video Size 3x
404	Video Maximize
405	Video Full-Screen

Menu Macro

| Function | Description |
| 5xx | Menu 0-100 (5xx – 500) |

Slider Button Functions

Function	Description
600	Raise Volume (A)
601	Lower Volume (A)
602	Raise Volume (B)
604	Lower Volume (B)
604	Raise Volume (C)
605	Lower Volume (C)
606	Raise Pitch (A)
607	Lower Pitch (A)
608	Raise Pitch (B)
609	Lower Pitch (B)
610	Raise Pitch (C)
611	Lower Pitch (C)
612	Raise Tempo (A)

613	Lower Tempo (A)
614	Raise Tempo (B)
615	Lower Tempo (B)
616	Raise Tempo (C)
617	Lower Tempo (C)
618	Raise Balance (A)
619	Lower Balance (A)
620	Raise Balance (B)
621	Lower Balance (B)
622	Raise Balance (C)
623	Lower Balance (C)
624	Crossfade to A
625	Crossfade to B
626	Raise Fade Time
627	Lower Fade Time
628	Raise Fade Level
629	Lower Fade Level

Label Functions

Function	Description
001	Media Position (A)
002	Media Name (A)
003	Volume (A)
004	Balance (A)
005	Pitch (A)
006	Tempo (A)
007	Clock (Time)
011	Media Position (B)
012	Media Name (B)
013	Volume (B)
014	Balance (B)
015	Pitch (B)
016	Tempo (B)
021	Media Position (Preview)
022	Media Name (Preview)
023	Volume (Preview)
024	Balance (Preview)
025	Pitch (Preview)
026	Tempo (Preview)
027	Crossfade Position
028	Crossfade Time
029	Crossfade Level
030	Microphone Volume

Indicator Functions

Function	Description
001	Play (A)
002	Pause (A)
003	Stop (A)
004	Intro (A)
005	Single (A)
006	Shuffle (A)
007	Repeat (A)
011	Play (B)
012	Pause (B)
013	Stop (B)
014	Intro (B)
015	Single (B)
016	Shuffle (B)
017	Repeat (B)
037	Play (Preview)
038	Pause (Preview)
039	Stop (Preview)
018	Record
019	Vocal Remove (A)
020	Vocal Remove (B)
021	Multiplex Center (A)
022	Multiplex Left (A)
023	Multiplex Right (A)
024	Multiplex Center (B)
025	Multiplex Left (B)
026	Multiplex Right (B)
027	Queue Mode (A)
028	Queue Mode (B)
029	Auto Crossfade
030	Fade on Start
031	Fade on Stop
032	Microphone Enable
033	Crossfading B to A
034	Crossfading A to B
035	Active Playlist A
036	Active Playlist B

VU Meter

070	VU Meter Deck A Left
071	VU Meter Deck A Right
072	VU Meter Deck B Left
073	VU Meter Deck B Right

Slider Functions

Function	Description
001	Position (A)
002	Volume (A)
003 - 005	Playlist 0-2
006	Balance (A)
007	Pitch (A)
008	Tempo (A)
009	Visual Cue Position Slider (A)
010	Visual Cue Position Slider (B)
011	Position (B)
012	Volume (B)
016	Balance (B)
017	Pitch (B)
018	Tempo (B)
021	Position (Preview)
022	Volume (Preview)
026	Balance (Preview)
027	Pitch (Preview)
028	Tempo (Preview)
013	Crossfade Slider
014	Crossfade Time
015	Crossfade Level

Override the CD+G Background

Override Background Color can be used to change the background color of the content. Only CD+G content that uses the palette 0 as the background color will be affected (this is a standard for most CD+G content). To enable the override, check the option and select a color using the three sliders. A color is made of Red, Green and Blue. A combination of the three colors will create a color that is demonstrated in the preview box on the right (values 0-255, where 0 is none and 255 is all).

Override Background Picture can be used to change the background color with a full colored bitmap. Select a bitmap by clicking the browse button labeled "…", to clear the previous image click the clear button "--". When an image is selected, the option will automatically be enabled. Remember that the image background is only for CD+G playback content.

How to Use Auto Detect

By default Auto Detect is already setup and needs no change. It only requires that you configure the Windows Multi-Monitor followed by running the program. However, if you have trouble and need to change this refer below:

Be sure your second display is enabled, connected, and setup as Extended Desktop.
Run Swift Elite and open the Preferences/Window Options
Uncheck all options except the AutoDetect Second option
Close the Preferences and Exit the program
Run the program again and allow it to configure

Your second monitor will now show dark black - meaning the video window is covering the second monitor. Play a movie and you will see the video in the Preview Monitor and Output (be sure your crossfader is set on the correct side, otherwise you will see nothing on the output window).

nVidia Cards

Latest Drivers are a MUST (Detonator Package)

Laptops update from laptop manufacturer

Use the nView Manager to configure Dual Monitor

Always Connect TV/Projector, etc before turning on the machine

Never Span Windows - nView Properties

Set Highest Performance - Direct3D Settings

Dual Monitor for nVidia Cards:

Always connect the two outputs before turning on the computer (the VGA, Composite TV-Out, and/or DVI), and make sure the TV is on the correct channel. Then you must configure the nVidia card in Dual Monitor (without the program running) - enter the Display Properties/Settings/Advanced, enter the nVidia manufacturer tab (i.e. GeForce), enter your nView Wizard. Click Next through every option except disable Window Spanning to "No Spanning", Dialog Repositioning should be "No Repositioning", and when prompted for the screen layout select "Dual View" where the screen is 1 and 2 and that both show a separate window (not mirror or stretched). When you accept the configuration, you should see a screen on the TV and on the main monitor. If they are exactly the same (with desktop with icons) then you chose Mirror, change the option. Check in the Display Properties that the "Extend my desktop to the second monitor" is checked - your result is the second monitor just the background desktop (no icons). Now you are ready to run Swift Elite, if the video window does not end up in the second monitor (turning it black) then set the Auto Detect option and restart the program.

ATI Cards

Latest Drivers are a MUST (Catalyst Package)

Laptops update from laptop manufacturer

Use the Displays tab in the Advanced Properties of the First Monitor to enable the second display. Then configure Extended Desktop in the Display Properties Settings tab to turn it into Dual Monitor.

If using a composite out, be sure to adjust TV Settings (get rid of blur, lines, fuzziness, etc)

Most ATI cards allow you to connect after machine is already on. If that doesn't work try restarting.

Set Highest Performance - Direct3D Settings

Dual Monitor for ATI Cards:

First connect the two outputs before turning on the computer (the VGA and the Composite TV-Out), and make sure the TV is on the correct channel. Then you must configure the ATI card in Dual Monitor first (without the program running) - enter the Display Properties/Settings/Advanced, look for the ATI Displays tab, select the TV Power button (make it turn green). Now you should see a screen on the TV and on the main monitor. If they are the same (the desktop with icons), when you click OK and return to the Display Properties, select the second display (the one with the 2) and check that the device is already Attached (deep blue), that the resolution settings are at least 800x600 (or 1024x768) with 32-bit Quality, and that the "Extend my desktop to the second monitor" - this will make the second monitor just the background and is now an extension of the desktop (no icons). Now you are ready to run Swift Elite, if the video window does not end up in the second monitor (turning it black) then set the Auto Detect option and restart the program.

Windows Tuning (for XP)

XP services:

Control Panel/System/Advanced/Performance/Settings/Advanced

-- Process Scheduling/Background Service
    (this does not apply to Vista)

3D Acceleration:

Control Panel/Display/Settings/Advanced/Troubleshoot/Hardware Acceleration

-- Set to Full

If Full has no affect or in fact causes more Video lag, set the bar to the First from None. This is basic acceleration disabled and may also improve the audio playback on the soundcard (do the same in Windows 98).

(If you have 'Enable write combining' enable it).

Monitor and Adapter Selection (Swift Elite):

Be sure to select the correct Adapter along with the Monitor that belongs with it. A symptom of the incorrect pair is followed by a high CPU usage of near 90%.

Windows Vista Tuning

How to prepare Windows Vista.

1) Disable Windows Defender. You need to delve into the control panel and the Defender options and uncheck that "Enable" option - then Defender prompts if you would like to disable defender. Say Yes.

2) Disable the Vista Firewall.

3) Do not use the fully animated skins, they drag the system down.

4) Look over the XP "what to do to avoid audio issues" forum entry which shares a lot of the things to look into with Vista.

http://www.tricerasoft.com/cgi-bin/yabb2/YaBB.pl?num=1165874021

5) And most importantly, update the Video Drivers.

To find more video information and suggestions refer here:

http://www.tricerasoft.com/faq-vid.html

What is MP3+G?

MP3+G is a way of storing CD+G discs on the computer's hard drive. The audio from a CD+G Karaoke disc is "ripped" and converted to MP3. The lyrics, in the form of graphics, is also ripped and stored in a separate CDG file. The two files are played together to simulate the original CD+G track. Because the audio is compressed many CD+G discs can be stored on a typical hard drive and accessed quickly.

What is KMF?

KMF (Karaoke Media File) is a Proprietary **TriceraSoft/TyrannoSoft** secure format. KMF is the next step for MP3+G. The same ripping process occurs as in MP3+G except that the graphics information is also now compressed and the two are combined into a single file with added information such as title, artist, publisher etc. As well, security features are added. KMF files are not limited to MP3 audio or CDG graphics although initially those will be the main components.

Note: KMF files are registered for personal use only. TriceraSoft/TyrannoSoft products are the only products authorized to play the KMF format. **Swift Elite 4.0 LITE** will only play Shareable KMF's.

What is a CD+G Disc (CD+G/CD+Graphics)?

CD+G, or CD+Graphics, is a standard that was defined to take advantage of the extra unused space on a regular CD audio disc. This area is used to hold graphical data, in the form of pictures and text and special instructions to display that data synchronized to the audio playback. Because of the limitation of computer technology at the time the standard was designed the graphics are limited to a resolution of 300x216 in 16 colors (from a total of 4096 colors).

CD+G discs require a dedicated CD+G player in order to display the graphics. Standard home stereo players will play the audio fine, but without the graphics. Most CD+G discs are designed for Karaoke purposes however a few mainstream CD's have used CD+G to enhance the listening experience by including animated images, pictures, lyrics or group bios to the disc.

Most computer systems are unable to play CD+G discs because most common CD-ROM drives are unable to read the graphics data area. As such, the KMF format was created. This file format is designed to take advantage of the latest audio compression techniques, as well as compressing the CD+G data and combining them into a single file that most computer systems can play.

What is a VCD Disc?

A VCD is a CD disc the same size as a standard audio CD but contains Video. Hence VideoCD. VCD's use MPEG1 Video and audio compression in order to store 74 minutes of video on one disc. In Japan VCD's became popular for storing Karaoke tracks rather than movies. The lyrics are displayed on the screen with a video picture in the back. As the words are to be sung the lyrics are highlighted by sweeping them with a different colour to aid your timing.

What is a Media File?

A Media File is one that uses multimedia resources such as Video and Audio. **Swift Elite 4.0 LITE** supports most standard Windows formats (identified by a unique file extension). Please refer to the "Supported Media Formats" section for more info.

What is a Video/Movie File?

A Video/Movie File is a Media File that displays moving images

Video/Movie Files in **Swift Elite 4.0 LITE** are played through Microsoft Media Player

Videos are displayed in a separate window that opens automatically when a movie is played

The position and size of this window can be adjusted

What is a File Association?

A File Association is a Windows feature that "associates" files of a particular type to a specific application. This means that when you double-click a file the proper program is launched and that file loaded or played automatically. **Swift Elite 4.0 LITE** can associate specific media types in order to play back automatically when they are double clicked. **Swift Elite 4.0 LITE** will add the file to the playlist.

What is Full Mode?
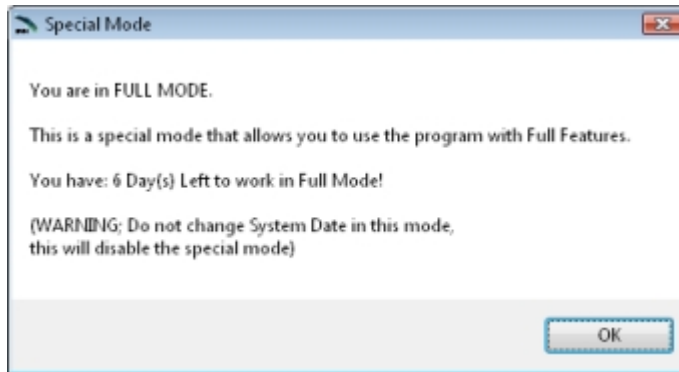
Full Mode is simply that, a mode which allows you to continue to use **Swift Elite 4.0 LITE** for 10 Days without a license for full usage. Once the license is entered the Mode is disabled. Once you enter your activation code, this mode is not important.

However customers who already have a hardware license from Swift Elite 4.0, would be familiar with this mode as "Don't Panic" mode and can utilize this feature when the device is not present – this does not apply to Swift Elite 4 LITE customers.

Ordering

To order **TriceraSoft** products please visit our products page or our online ordering page:

https://www.tricerasoft.com/cgi-bin/products/purchaseform2.asp?productcode=SFT-SWL4

http://www.tricerasoft.com/products.html

http://www.tricerasoft.com/orderbycc.html

http://www.tricerasoft.com/karaoke_songs/songs.html

Please read all the necessary information regarding the product you wish to purchase a license for. Be sure to try out the trial version of the product (if available).

Support and Feedback

Further Support is available on our website under the Support Tab. You have 2 options for Support via the web, either fill in a Support Ticket or Search the TriceraSoft Support Forum. Support Tickets are handled quickly and effectively once you have filled in the information required. We are also available via phone at 905-846-8460 during the hours of 11 AM until 6 PM Monday to Friday EST.

If after trying the above you still have problems, contact **TriceraSoft**. In your email please provide the following information:

- The **Swift Elite 4.0 LITE** version
- Which OS you are running (XP or Vista)
- Which version of the Windows Media Player you have installed
- Which version of Internet Explorer you have installed
- The make and model of the CD+G compatible reader you are using (If applicable)
- A detailed description of the problem
- The exact text of any error messages that are displayed
- Please **DO NOT** send screen shots or file attachments unless requested!
- When replying to any email from **TriceraSoft** Tech Support please QUOTE previous emails so we may more easily follow the details of your problem.

If you have any comments or suggestions, requested features etc please don't hesitate to contact **TriceraSoft**. E-mail your questions/comments to: supportagents@TriceraSoft.com

Please include the words " **Swift Elite 4.0 LITE** Support" or " **Swift Elite 4.0 LITE** Feedback" and a brief problem title in the subject line along with a detailed message body.

Troubleshooting

Be sure to first visit the "What's New" page from the Swift Elite product page on the website and to also visit the Swift Elite Support FAQ page for more up-to-date answers to common questions.

<u>Installation Problems:</u> If you are having problems with installation please contact us for information on a list of files and requirements. Please make sure to read necessary documentation first before contacting us and ensure that all Requirements have been met by your system, hard-drive space, CPU, memory, and operating system.

<u>DirectX Problems:</u> DirectX must be updated to the release **version 9.0c** (or higher) to properly interface with DirectX and its features. **Swift Elite 4.0 LITE** primarily requires the latest DirectShow component interface from within DirectX.

To check the DirectX version installed on your machine do the following:

1. Click Start/Run.
2. Type dxdiag and click OK
3. A dialog will appear, refer to the DirectX Version.
4. The version will consist of the version number and the driver number in brackets.

To install the latest DirectX version, visit <u>http://www.microsoft.com/directx</u> and download the latest available version file (avoid beta releases).

<u>Video Problems:</u> Refer to the online Forum for Video Recommendations and Configurations. Be also sure to refer to the Video FAQ: http://www.tricerasoft.com/faq-vid.html

<u>Sound Problems:</u> Refer to the online Forum for Audio Recommendations and Configurations.

<u>Power and Screen Saver:</u> If you are using a Dual Screen configuration it is advisable to disable your Screen Saver and your Monitor and Hard-Drive Power Saver in Display Properties/Screen Saver/Power Settings/Settings as it may affect the program in or during execution (you do not want them to enable while in mid-playback).

.